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Summoner 2

Prima's Official
Strategy Guide

Alice Henderson

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Summoner 2

Introduction

Long ago, the goddess Laharah planted a seed that grew into the mighty Tree of Eleh, the mysterious source of all creation. Mixing blood and sand with a branch from the tree, Laharah created a race of people—the First Born—who dwelled happily in the kingdom Halassar. For a time, this land lay in good hands. Three noble and just kings, who worshipped the benevolent goddess Laharah, ruled in peace.

But this tranquil time was not meant to last.

A tremendous storm kicked up, driven by a strange and mystical power, and it tore asunder the Tree of Eleh, leaving only splintered fragments of the once-magnificent source of life. Darkness spread across the land, a rising wave of black despair that devoured the First Born.

Bewildered and devastated by the catastrophe, Laharah longed to repair the tree, but did not know how. To seek answers, she left Halassar, vowing that one day she would return to mend the damaged tree, and bring light and joy to her people once more.

But in the goddess' absence, darkness bred—the kings turned to necromancy and formed a new clan called the Nhuvasarim. But soon Githiran I, emperor of Galdyr, conquered corrupt Halassar, driving out the sinister Nhuvasarim. Prophets began to speak of the return of the goddess Laharah.

That day has come.

You are Maia, the goddess Laharah reborn. With millions supporting you, you wrested the crown of Halassar from Githiran's descendant Azraman when you were only a child.

But your land is still threatened, and your crown questioned by your enemies. Adventure looms ahead—storm-tossed seas, dangerous battles, mysterious underground dwellings, legendary creatures, and the amazing power of the summoning stones, which transform you into powerful creatures, extensions of the ancient source of life itself.

Now is your time to fight, to banish the corrupt, and to mend the magnificent Tree of Eleh. Its power courses within you even now.

You need only summon it and lead your people to victory.

Characters

Maia

The goddess Laharah reborn, Maia claimed the throne of Halassar when she was only four, aided by her many followers. According to the Book of the Prophets, Maia must fulfill Laharah's promise and restore the Tree of Eleh, the source of life, which was destroyed by a tremendous storm in the distant past. Brave and exceptional in battle, Maia faces her destiny with fearless determination.



Sangaril

Originally sent to murder Maia, this Munari assassin is now the queen's closest friend and protector. A student of the Shadow Clan of Jihana, she has formidable talents for stealth in combat. Given her vast knowledge of the venoms of sea creatures, she often inflicts deadly poisonous attacks.



Taurgis

A stalwart companion and warrior, Taurgis has a conflicted past. He is the younger brother of Azraman, the king Maia deposed when she won back Halassar's independence from the kingdom of Galdyr. Betraying his brother, Taurgis fought for Halassar, and today he's one of Maia's most powerful allies.





Prince Neru

Also known as the Pirate of the Midnight Sea, Prince Neru has a fiendish reputation as a murderous monstrosity of the oceans—far more dramatic than the truth. A just man with an enigmatic past, Prince Neru inherited the fearful reputation from a slew of pirates before him. Now he joins Maia in her quest, driven by revenge to seek out the mysterious Krobelus.

Krobelus

At one time a priest, Krobelus lied and manipulated his way to the top of his order of Urath. With this new-found power, he has invaded Halassar, seeking the utter destruction of Maia and her kingdom. But his motives originate from a dark enveloping power, a force tied to prophecy of the goddess Laharah reborn.



Morbazan

A strange, hulking creature of mysterious origins, Morbazan is currently a gladiator in Mas Ora's Arena. Morbazan will add his power and knowledge of magic to Maia's quest, devouring the souls of her enemies.

Iari

A weapon constructed by legendary beings called the Unseen, Iari delivers fearsome ranged attacks. Powered by mysterious gems, Iari's metallic body conducts energy into devastating bolts that obliterate the enemy. Elegant and well-spoken, she is a mystery; the Unseen's purpose in constructing her remains unknown.



Yago

One of the few who can still read Aosi, the ancient language of creation, Yago usually leads a reclusive life, studying thick and musty tomes of forgotten lore. Lately however, he is grief stricken, searching for his daughter Rosalind, who recently disappeared.



Surdama Kir

Just as Yago once trained Joseph of Ciran to be a Summoner, so does Surdama Kir teach Maia. A wise teacher, Surdama Kir longs to see Maia become the goddess Laharah reborn, and she's devoted to the young queen's success. Though patient and tolerant, she often worries that Maia puts herself in jeopardy by fighting in battles and questing to far-off places. It was Surdama Kir who first recognized the goddess Laharah in young Maia.



Azraman

A descendent of King Githiran I, Azraman once ruled both Galdyr and Halassar. After Surdama Kir identified Maia as the goddess reborn, Azraman was deposed when Halassar won its independence, aided by Azraman's own brother, Taurgis. Bitter, Azraman refuses to recognize Maia's claim to the throne, and seeks to once again gain power over Halassar. However, though he is Maia's adversary, he fights by a code of honor.





Controls

In Game Controls

BUTTON	RESULTS
LEFT ANALOG STICK	MOVE SELECTED CHARACTER
RIGHT ANALOG STICK	ROTATE/ZOOM CAMERA MOVE CHARACTER (FIRST-PERSON)
■ OR ●	OPEN ITEM/SKILL MENU
×	LOOK AT OBJECT (WHEN EYE ICON IS OVERHEAD) OPEN DOOR (WHEN DOOR ICON IS OVERHEAD) TALK TO CHARACTER (WHEN MOUTH ICON IS OVERHEAD) USE OBJECT (WHEN HAND ICON IS OVERHEAD)
■	ATTACK
●	USE CURRENTLY SELECTED SKILL/SPELL/ITEM
▲	SPECIAL ATTACK
[L1]	ATTACK MODIFIER, FIRST-PERSON MODE FOR RANGED WEAPONS
[R1]	BLOCK
[L2]	SWITCH CHARACTER
[R2]	SWITCH CHARACTER
[R3]	TOGGLE THE MAP VIEW
[L3]	CENTER CAMERA BEHIND PLAYER
START	MAIN MENU
SELECT	TOGGLE SOLO MODE



Menu Screen Controls

BUTTON	RESULTS
LEFT ANALOG STICK	HIGHLIGHT OPTIONS
D-PAD	HIGHLIGHT OPTIONS CYCLE BETWEEN STATUS EFFECTS/RESISTANCES (ON THE STAT SCREEN) VIEW MOVES/ABILITIES (ON THE SKILLS SCREEN)
×	SELECT OPTION SELECT CHARACTER AI MODE (ON THE STAT SCREEN)
●	TOGGLE STATS (ON THE EQUIP SCREEN)
■	SHOW ITEM INFO (ON THE EQUIP SCREEN)
▲	CANCEL, RETURN TO PREVIOUS MENU
[L1] OR [R1]	CYCLE BETWEEN CHARACTERS CYCLE BETWEEN ITEM SLOTS (EQUIP SCREEN) CYCLE BETWEEN PARTY RESERVES/SUMMONS (PARTY SCREEN)
[L2] OR [R2]	CYCLE BETWEEN SCREENS

Heads Up Display (HUD)



Health Meter

The red meter on the screen's bottom left is your health meter or Hit Point (HP) meter. The number next to the heart indicates how many Hit Points you have left. The bar indicates what percentage of your health remains. Both the number and the meter change color as you lose or gain HP. As characters gain higher levels, their total HP increases as well.

Health Number and Meter Colors

COLOR	PERCENTAGE OF HP LEFT
WHITE	100
GREEN	50-99
YELLOW	25-49
RED	1-24
GRAY	0 (UNCONSCIOUS)

Reviving an Unconscious Character



Characters fall unconscious if their health reaches 0. If your character's HP dip beneath 25 percent, you hear a heartbeat, which grows more frantic the closer you get to losing consciousness. Once

unconscious, your character cannot take any actions. At this time, another player character (PC) can revive the unconscious character using a Revive Spell or Revive Scroll.

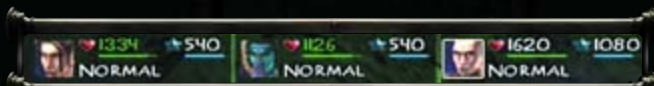
TIP

When the Necromancy skills of Morbazan and Maia are high enough, they can cast the Resurrect spell to revive characters and give them full HP. Resurrection scrolls are also available in shops and dropped by monsters.

CAUTION

Once revived, the character has only 1 HP, so follow up the Revive Spell or Revive Scroll with a Health Potion or Heal Spell.

Ability Points Meter



The blue meter and number adjacent to the health meter represent a character's Ability Points (AP). Ability Points allow characters to perform special combat moves or spells. Each time characters execute a special kick or healing spell, Ability Points are depleted. AP gradually replenishes itself, but slowly. More powerful moves or spells require more AP. As characters gain higher levels, their AP increase. Like the health meter, the AP meter changes color as AP are depleted. As AP depletes, the meter fades from white to blue.



Maia and Her Extraordinary Use of AP

Maia is truly unique. As the goddess Laharah reborn, she can draw on the energy from the source of life itself, the great Tree of Eleh. In locations throughout the game, Maia discovers powerful summoning stones. As she walks over them, the ground quakes and comes alive, pouring mystical energy into Maia. This energy allows her to transform into magnificent creatures called Summons. In the course of her adventures, four Summons await, extensions of the elemental energy that Laharah once used to create the First Born. Summoning these extraordinary creatures requires a lot of AP, but this can be devastating to enemies in battle. Maia alone has the ability to summon.



Blood Summon

Tree Summon



Sand Summon

Eye Summon



Status



Character status is listed beneath the HP and AP meters. Any special effects influencing a character are listed here. If a character has no special status, the line reads "Normal." Harmful effects, like Blind or Poison, are listed in red, while beneficial effects, like Invisibility, are listed in green. Sangaril's poisons are listed in blue. If more than one status is in effect, the status indicator cycles among them all.



Available Skill Points

As characters successfully emerge from battle, they gain experience points and levels. When this occurs, Skill Points are awarded. Skill Points can be assigned to a variety of skills, from combat to stealth to defense. If a character has unassigned but available skills, his or her picture below the health bar glows with an ethereal light. Press **START** and select Skills to assign these points.

Gameplay

Overhead Icons

Throughout the game, you can execute specific actions when a icon floats over your character's head. These icons appear when you are near doors that can be opened, objects that can be searched, machinery that can be operated, and so on.

NOTE

These icons appear only when an action is possible. For example, if you stand in front of a door that cannot be opened, the door icon does not appear.



Action Icons

When an eye appears overhead, something nearby is worth a look. Exploring provides information for miniquests.



A moving mouth overhead indicates that you can talk to a nearby character. You can speak to most nonplayable characters (NPCs) in *Summoner 2*. Speaking with NPCs is vital for success in miniquests.



A door icon overhead means you can open the door you are facing.



A moving hand overhead indicates places where you can operate machinery or mechanisms. For example, the hand appears over consoles you can activate.



The treasure chest icon appears over chests with treasure inside. You may need a key before you can plunder the contents.



Sometimes special icons appear in unique places, like this teleport in the Adytum of the Unseen, Part 1. If an icon appears that you've never seen before, try it out in the name of adventure!





The in-game map is very useful for navigating the twisting palace corridors and vast cities Maia explores during her quest. It appears in the screen's upper left. To view the map more closely, press to bring it to the forefront. This pauses the game. Scroll around the map using the left analog stick. Zoom in with and zoom out with . Several helpful symbols appear on the map.

Map Legend

SYMBOL COLOR	EXPLANATION
GREEN	PARTY MEMBERS
RED	IMPORTANT NONPLAYABLE CHARACTERS (NPCS)
RED	IMPORTANT DOORS
ORANGE	LANDMARKS

Press to return the map to the corner. Toggle the map on and off with .



The Importance of Dialogue

The people Maia encounters on her journey are full of useful information. Talk to every important NPC shown in red on the in-game map.

Summoner 2 is also packed with miniquests. To be successful in miniquests, talk to every person you meet. Not only does dialogue start you on different miniquests, but valuable information can further miniquests you are already working on.

Unexpected and good things can also happen through dialogue. Listening to someone's problems and providing a solution can land you experience points. Other times an NPC may know of items to aid in your adventure.



Building Up Your Characters

Six different types of skills await your characters. Each skill can be left at an amateur level (1) or taken to a master level (10). Each character has a unique subset of skills. The six types of skill include: general combat skills, attribute skills, disciplines, circles, ability skills, and special combat skills.



All skills eventually go to 10, but skills cannot have more than one point assigned to them per level after they are learned. You can also max out any skill according to your current level.

To make the most of your characters and upgrade them to your liking, think about how you would like to play each one. For example, if you want Maia to be a master at the sword, put Skill Points toward her sword weapons skills first. Likewise, if you would like Prince Neru to be strong in hand-to-hand combat, upgrade his hand-to-hand skills before moving on to other skills.

Build your characters to be strong in the skills you desire, customizing them to battle as you see fit.

Some items can push skill levels beyond 10, although extra benefits are rarely bestowed.

NOTE

You increase your characters' skills by assigning earned Skill Points in the Skills Screen. They earn these points during combat. Watch for the glowing portraits at the bottom of the screen. When a character glows, it means he or she has skill points ready to assign.

General Combat Skills

General combat skills are the basic methods of fighting, including using weapons that slice or strike with blunt force, using weapons in hand-to-hand combat and from range, and using weapons that do energy damage. Each skill has a specific use, and only some characters can use any particular skill.



General Combat Skills		
SKILL	USE	AVAILABLE TO
SWORD WEAPONS	IMPROVES ABILITY WITH SWORDS	MAIA, SANGARIL, TAURGIS
AXE WEAPONS	IMPROVES ABILITY WITH AXES AND POLEARMS	MAIA, TAURGIS
BLUNT WEAPONS	IMPROVES ABILITY WITH MACES AND HAMMERS	MAIA, MORBAZAN, TAURGIS
STAFF WEAPONS	IMPROVES ABILITY WITH STAVES	KROBELUS, TAURGIS, YAGO
BOW WEAPONS	IMPROVES ABILITY WITH CROSSBOWS	SANGARIL
HAND TO HAND	IMPROVES ABILITY WITH HAND-TO-HAND COMBAT	NERU
ENERGY WEAPONS	IMPROVES ABILITY WITH RANGED ENERGY WEAPONS	IARI
PARRY	DECREASES DAMAGE RECEIVED FROM PHYSICAL ATTACK	IARI, MAIA, MORBAZAN, NERU, SANGARIL, TAURGIS
NIMBLE ATTACK	IMPROVES ABILITY TO MAKE SUCCESSIVE ATTACKS WHEN AI CONTROLLED	MAIA, SANGARIL, TAURGIS
CONCENTRATION	INCREASES AP REGENERATION, LESSENS SPELL INTERRUPTION	KROBELUS, MAIA, MORBAZAN, YAGO

Attribute Skills

No action needs be taken for attribute skills to work. They are already active and become stronger as you upgrade them.

Attribute Skills		
SKILL	USE	AVAILABLE TO
WILLPOWER	INCREASES MAGIC DEFENSE	KROBELUS, NERU, YAGO
STEELSKIN	INCREASES DEFENSE	MORBAZAN, NERU

Disciplines

Discipline skills allow characters to gain control over certain battle roles, such as magic user or martial artist.

Disciplines		
SKILL	USE	AVAILABLE TO
FIRE	IMPROVES FIRE-RELATED ABILITIES	MAIA, TAURGIS
ICE	IMPROVES ICE-RELATED ABILITIES	SANGARIL
ENERGY	IMPROVES ENERGY-RELATED ABILITIES	IARI
FISTS	INCREASE DAMAGE DONE BY FISTS	NERU
POWER SOURCES	EQUIP MORE POWERFUL POWER SOURCES	IARI
BLOOD	INCREASE POWER OF NECROMANCY AND PAIN CIRCLES	MORBAZAN

Circles

Circles give characters access to a variety of spell types. Upgrade circle skills often if you want a character to be proficient in many types of magic casting in battle.

Circles		
SKILL	USE	AVAILABLE TO
FIRE	ABILITY TO CAST FIRE SPELLS	MAIA, YAGO
COLD	ABILITY TO CAST ICE SPELLS	KROBELUS, MORBAZAN, YAGO
NECROMANCY	ABILITY TO CAST NECROMANCY SPELLS	MAIA, MORBAZAN
ENERGY	ABILITY TO CAST ENERGY SPELLS	IARI, KROBELUS, YAGO
HEAL	ABILITY TO CAST HEALING SPELLS	KROBELUS, NERU, YAGO
HOLY	ABILITY TO CAST HOLY SPELLS	KROBELUS, NERU
PAIN	ABILITY TO CAST PAIN SPELLS	MORBAZAN

Ability Skills

Each character has special abilities that you can build up. Some skills are excellent for battle, while others are for being sneaky.



NOTE

Special combat moves are described in detail in the following chapter. Learn them well, as they often make the difference between winning and losing a battle.

Ability Skills		
ABILITY	USE	AVAILABLE TO
SUMMON ABILITY	TO SUMMON CREATURES	MAIA
STEALTH ABILITY	TO USE STEALTH	SANGARIL
WARRIOR ABILITY	TO USE WARRIOR SKILLS	MAIA, NERU, TAURGIS
POISON ABILITY	TO USE POISONS	SANGARIL
GOLEM ABILITY	TO USE GOLEM SKILLS	IARI
SOUL CONSUMPTION ABILITY	TO USE SOUL CONSUMPTION SKILLS	MORBAZAN

In addition to the skills mentioned above, each character can execute special combat moves. As your characters gain levels, assign skill points to these special moves to enable wild moves in battle.

AI Scripting

The ability to change your characters' AI scripting is a powerful tool. For example, if you are playing Maia, and want Yago to cast healing spells when characters in your party get low on HP, you can program him to do so. There are five different choices for AI scripting, with each choice focusing on a different aspect of battle.

Melee Scripting

AI-controlled characters following melee scripting use only melee weapons and do not cast spells. They also strike down enemies that are not attacking the character you have selected at that time.

Support Scripting

AI-controlled characters following support scripting use ranged weapons if equipped with them. They also shoot at enemies who are attacking the character you have selected at that time.

Healer Scripting

AI-controlled characters following healer scripting heal characters. If no party members require healing, healer scripted AI characters commence both ranged and melee attacks.

Caster Scripting

AI-controlled characters following caster scripting cast offensive spells until they run out of AP. Once this happens, they launch melee and ranged attacks until their AP builds up again.

Healer/Caster Scripting

An AI-controlled character following healer/caster scripting heal characters who fall below their healing threshold. If no one requires healing, they launch offensive spells if they have the AP to do so. Once they use all their AP, they engage in melee and ranged attacks until their AP regenerates.



Special Combat Moves

Depending on which character you are currently playing, a variety of combat moves are available. These are grouped into several types of combat.

Halassar Combat—Maia

SKILL LEVEL	MOVE	AP COST	EFFECT	BUTTONS
1	DODGE	0	EVADES INCOMING ATTACK	[R1] + X
1	KICK	5	INFLECTS BLUNT DAMAGE; CAN'T BE BLOCKED	▲
3	IGNITE	2	INFLECTS FIRE DAMAGE	[L1] + ■
4	LEECH	5	TRANSFERS TARGET HP TO YOUR HP	[R1] + ▲
5	WHIRLWIND	6	DAMAGES ALL CREATURES WITHIN 3M	[L1] + [R1] + ▲
6	DRAIN	2	TRANSFERS TARGET AP TO YOUR AP	[R1] + ■
8	KILLING BLOW	5	INFLECTS NO DAMAGE, BUT HAS THE CHANCE TO KILL TARGET INSTANTLY	CHARGE AND RELEASE ■
10	NIGHTMARE	10	CASTS NIGHTMARE ON NEARBY ENEMIES	CHARGE AND RELEASE ▲



Galdyr Combat—Taurgis

SKILL LEVEL	MOVE	AP COST	EFFECT	BUTTONS
1	DODGE	0	EVADES INCOMING ATTACK	[R1] + X
1	KICK	5	INFLECTS BLUNT DAMAGE; CAN'T BE BLOCKED	▲
3	HEAVY SHOT	4	INFLECTS DOUBLE DAMAGE	CHARGE AND RELEASE ▲
4	LEECH	5	TRANSFERS TARGET HP TO YOUR HP	[R1] + ▲
5	WHIRLWIND	6	DAMAGES ALL CREATURES WITHIN 3 M	[R1] + [L1] + ▲
7	KNOCKDOWN	5	HAS CHANCE OF KNOCKING DOWN NEARBY ENEMIES	[R1] + ■
8	EARTHSHAKER	9	DAMAGES ALL ENEMIES IN 3 M RADIUS AND HAS CHANCE TO KNOCK THEM DOWN	[L1] + [R1] + ■
10	POWERBLOW	10	QUADRUPLES DAMAGE INFLECTED	CHARGE AND RELEASE ■



Martial Arts Combat—Prince Neru

SKILL LEVEL	MOVE	AP COST	EFFECT	BUTTONS
1	DODGE	NONE	EVADES INCOMING ATTACK	[R1] + X
1	LEG SWEEP	5	HAS CHANCE TO KNOCK ENEMY TO THE GROUND	[L1] + [R1] + ▲
3	REVERSE KICK	2	ATTACKS ENEMY BEHIND YOU AND INFLECTS DOUBLE DAMAGE	▲
4	WHIRLWIND	6	DAMAGES ALL CREATURES WITHIN 3 M	[L1] + ■
5	TIGER STANCE	4	DOUBLES YOUR DAMAGE AND THE DAMAGE OF YOUR ATTACKS	CHARGE AND RELEASE ■
7	TURTLE STANCE	2	HALVES YOUR DAMAGE AND THE DAMAGE OF YOUR ATTACKERS; EXECUTE FROM TIGER STANCE	[R1] + ▲
9	PRESSURE POINT	15	HAS CHANCE TO SILENCE, BLIND, SLEEP, CRIPPLE ENEMIES; RESTORES ALLIES' HP AND AP	CHARGE AND RELEASE ▲
10	PHOENIX STANCE	10	QUADRUPLES YOUR DAMAGE; EXECUTE FROM TURTLE STANCE	[L1] + [R1] + ■



Elemental Combat—Krobelus and Yago

SKILL LEVEL	MOVE	AP COST	EFFECT	BUTTONS
1	DODGE	0	EVADES INCOMING ATTACK	[R1] + X
2	IGNITE	2	INFLECTS FIRE DAMAGE	[L1] + ■
4	CHILL	4	INFLECTS ICE DAMAGE	[L1] + ▲
6	SHOCK	4	INFLECTS ENERGY DAMAGE	[L1] + [R1] + ■
8	DRAIN	2	TRANSFERS TARGET AP TO YOUR AP	▲
10	ELEMENTAL WRATH	10	INFLECTS FIRE, ICE, AND LIGHTNING DAMAGE	CHARGE AND RELEASE ■

Twilight Combat—Morbazan

SKILL LEVEL	MOVE	AP COST	EFFECT	BUTTONS
1	DODGE	0	EVADES INCOMING ATTACK	[R1] + X
2	SOUL CONSUME	2	GIVES YOU SOUL CONSUMPTION ABILITY IF ATTACK HITS TARGET	▲
3	IGNITE	2	INFLECTS FIRE DAMAGE	[L1] + ■
4	CHILL	4	INFLECTS ICE DAMAGE	[L1] + ▲
6	SOUL FREE	10	ATTACKS TARGET WITH RANDOM SOUL CONSUMPTION ABILITY, INFLECTING DOUBLE DAMAGE	CHARGE AND RELEASE ■
8	DRAIN	2	TRANSFERS TARGET AP TO YOUR AP	[R2] + ▲
10	SOUL RESTORATION	0	SACRIFICES ONE OF EACH SOUL TYPE TO RESTORE ENTIRE PARTY'S AP	CHARGE AND RELEASE ▲

Aimed Combat—Iari (use in first person mode)

SKILL LEVEL	MOVE	AP COST	EFFECT	BUTTONS
1	TRUE SHOT	2	PERFORMS UNBLOCKABLE ATTACK	▲
1	DODGE	NONE	EVADES INCOMING ATTACK	[R1] + X
4	ATTACK ARMS	3	ADDS CRIPPLING EFFECT	[R1] + ▲
3	ATTACK LEGS	NONE	ADDS SHARE EFFECT, MUST BE MANUALLY AIMED	MANUALLY AIM AT THE LEGS FOR IT TO WORK
5	ATTACK EYES	NONE	ADDS BLIND EFFECT AND DOES MASSIVE DAMAGE, MUST BE MANUALLY AIMED	MANUALLY AIM AT THE EYES FOR IT TO WORK
7	SPINE STAB	5	ADDS PARALYZE EFFECT	CHARGE AND RELEASE ■
10	ACHILLES HEEL	10	CASTS DEATH SPELL ON TARGET	CHARGE AND RELEASE ▲

Morbazan's Soul Consumption Skill

Morbazan can perform a powerful skill called Soul Consumption upon his enemies when their health bar is below 40%. The results of Soul Consumption vary with different enemies, but each enemy gives Morbazan one of nine abilities. He can then store up these abilities, use them in combat, or create gems with them.

There are nine possible effects with Soul Consumption:

Redemption: Restores 30% HP and AP
Soul Search: Shows stats of target
Vitalize: Restores HP to nearby allies
Haste: Increases speed of target
Soul Transfer: Swaps your attributes with target's attributes
Inferno: Inflicts fire damage on nearby enemies
Omen: Curses nearby enemies
Urath's Prayer: Casts Death Pact on entire party
Beguile: Makes target friendly

Consult the Bestiary for a list of how Soul Consumption affects different enemies.

Morbazan can also use this versatile ability to forge gems in the foundry on the Paludal's Bridge level. These gems give Iari a variety of bonuses and abilities.

For a table on how to create gems using Soul Consumption, consult the Paludal's Bridge section of the "Miniquests" section.

Assassin Combat—Sangaril

SKILL LEVEL	MOVE	AP COST	EFFECT	BUTTONS
1	ARM SLICE	2	HAS CHANCE OF CRIPPLING THE TARGET	[L1] + [R1] + ■
1	LEG SLICE	3	HAS CHANCE OF ENSNARING THE TARGET	[L1] + [R1] + ▲
1	DODGE	0	EVADES INCOMING ATTACK	[R1] + X
2	BACKSTAB	4	SURPRISES AND HITS FROM BEHIND	▲
4	CHILL	4	INFLECTS ICE DAMAGE	[L1] + ▲
6	SACRIFICE	2	INFLECTS DOUBLE DAMAGE, BUT YOU SUSTAIN HALF DAMAGE	CHARGE AND RELEASE ▲
8	LEECH	5	TRANSFERS TARGET HP TO YOUR HP	[R1] + ▲
9	THROAT SLIT	5	SILENCES TARGET	[L1] + ■
10	PARALYZE	10	PARALYZES TARGET	CHARGE AND RELEASE ■

Act One The Tempest



Tossed in a violent storm at sea, Maia's ship rocks on the swelling waves. Pirates pull alongside her ship and board it by swinging across on ropes.



This is the training level. Follow on-screen instructions to familiarize yourself with the controls. Battle the boarding Pirates until the Pirate Captain appears.



Engage the Pirate Captain in combat, and watch the cutscene. Sangaril appears at a vital moment to assist you. After the Pirate Captain is defeated, you discover the location of Prince Neru's hideout—near a waterfall on the Isle of Teomura.

Isle of Teomura



Landing on the beach, Maia and Sangaril must make their way to Prince Neru's hideout and question him about the Book of the Prophets.

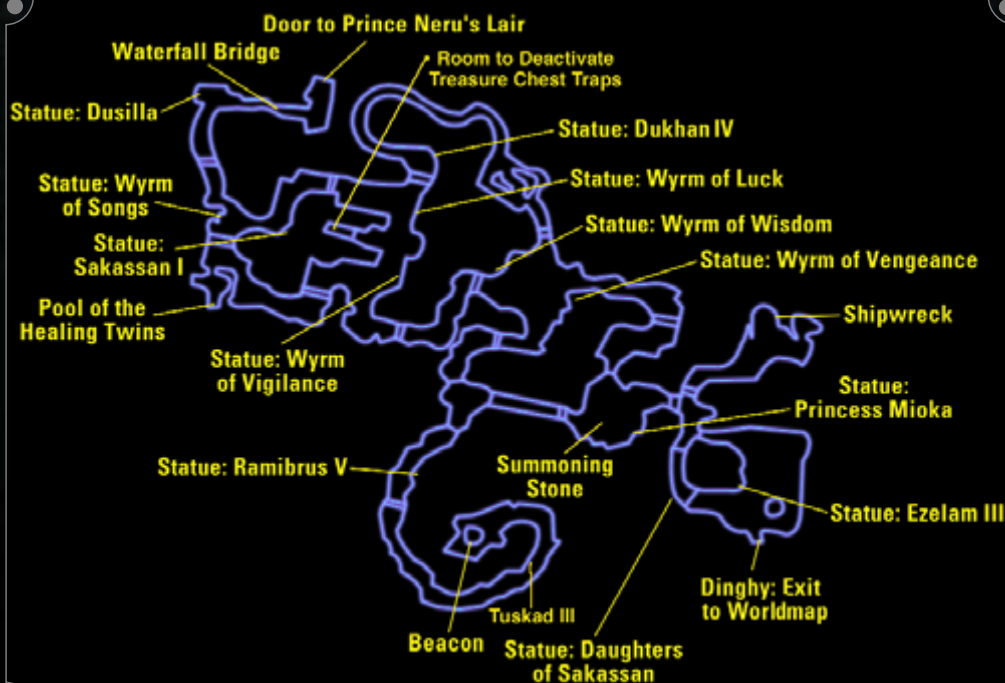


Climb uphill and you reach a mysterious round stone in the ground. As Maia approaches it, powerful energy bathes her in light and reveals the stone beneath, carved with runes.



As she stands on the stone, Maia is transformed into the Blood Summon, a powerful creature derived from the elemental energy of the Tree of Eleh.

Isle Of Teomura



Defeating the Pirate Captain

When fighting the Pirate Captain, don't let him knock you down, as this will likely ensure your defeat. You'll know when he's preparing to do this, because he'll lift both swords above his head. When he does this, press **[R1]** to block his blow. Lead him away from the soldiers.

If he does knock you down, immediately drink a health potion as soon as you can stand up again.

When he is defeated, he gives you the Flaming Cutlass, which is a very powerful weapon for Maia to carry, as it casts Fire Arrow. Equip her with the sword—it's the best one for her until she gets the Indubal sword later in the game.

TIP

Thoroughly explore the island, defeating all enemies you encounter. Take all gold they leave behind. Later on, at the Palace of Halassar, you will need gold to embark on some miniquests that ultimately yield great items. Try to get at least 1200 gold.

NOTE

From now on, you can summon the Blood Summon to use in battle, provided you have at least 50 AP.

Summoning Stone Locations



During her quest, Maia encounters four summoning stones, each of granting her a new summoning ability. These creatures prove vital in her success in battle and help Maia grow more connected to the energy of the Tree of Eleh.



Maia discovers the Blood Summon stone on the Isle of Teomura.



The Tree Summon stone lies deep within the Imperial Sepulchre.



Maia encounters the Sand Summon stone in the Prison of Indubal after encountering a long-time enemy.



The Eye Summon stone awaits in the mysterious Adytum of the Unseen. Before Maia's arrival, this place was known only from legends.



Other summoning stones, like this one in Paludal's Lair, exist solely to upgrade existing Summons. When you do so, the Summons form can change drastically and become far more deadly in battle.

NOTE

To learn more about all the great miniquests on the Isle of Teomura, refer to pages 57-59.



From the Summoning Stone area, go straight and climb the stairs. Fight the Island Ghosts and Tree Monsters to build up your experience points and gain valuable Skill Points to assign to your characters. Stick to the left in the open area with the Tree Monsters, and take the route on the far left. Stay left as you venture forward, carefully walking around the edges of treasure chest traps.

TIP

The treasure chests in the center of these damaging traps are well worth opening. But first you need to turn them off. To do so, go through the door between the Wurm of Vigilance and the Wurm of Luck. Inside you will find levers. Pull these in order to turn off the traps. But be careful—several ghosts will appear to attack you!



At last! You see signs of Neru's presence on the island. You reach Pirates guarding the bridge near the waterfall. Defeat all the Pirates here. The last one drops the Lair Key, which you need to enter Prince Neru's hideout. Cross the bridge and enter the large door set into the cliff wall.

Prince Neru's Lair



In the heart of Neru's hideout, you must locate the Pirate prince and demand the Book of the Prophets!



Enter and walk down the hallway to the first foyer. Three Pirates rush you. Defeat them. Pass through the main hall and take the ramp going down on the far end. The thieving traitor Dama Sivora waits below, and you exchange words.

TIP

Instead of battling these pirates head on, you can switch to Sangaril using [R2] and then sneak in behind them, using backstab to kill them. If you're careful, she can kill all three pirates without getting hit once.



Open a chest in Dama Sivora's room and get Neru's Gem. Climb the ramp back to the main hall and defeat two more skulking Pirates there. A green metal ramp lies on the opposite side of the main hall. Climb up this ramp to the balcony overlooking the gates, where Prince Neru awaits. You strike a deal with him.

NOTE

You must kill all the Pirates before you can climb the ramp to the balcony.



Insert Neru's Gem into the console on the balcony, then activate the console. This opens the large bay gates below. Return to the main hall. On the opposite side of the main hall from where you first entered lies a stone ramp, slick with water dripping from above. Climb this ramp to reach the docks, where Prince Neru awaits. You strike a deal with him.

Prince Neru's Lair





When Prince Neru asks if you are ready to depart, say yes. On the World Map, choose Palace of Halassar (it's the only available option at this point). You return to Palace of Halassar, your home. Dama Bashra greets you and fills you in. Go through the right balcony door and through the following door on the right. Descend the stairs leading to the Sanctuary.

TIP

You may want to complete the Gold Case miniquest now by bringing the Gold Case back to the Isle of Teomura. Your reward for that miniquest, a Teomuran Lute, can be sold for a lot of gold. You will also reap 500 XP upon completion of the miniquest, which is a lot this early on in the game. The extra gold can also be used for the Palace of Halassar miniquests.



After leaving Surdama Kir, find Taurgis. Pass through the courtyard and take the set of double doors on the right. Descend the stairs to the landing and enter the door on the right. Taurgis waits here. After speaking with him, exit the room and continue down the stairs. Pass through the throne room and take another set of stairs down to the front door, where Captain Talma awaits. Engage him in dialogue, then select “Let’s be off then...” when he asks if you’re ready to go. Choose Imperial Sepulchre on the World Map.

TIP

At the Palace of Halassar, pick up the Khanda hidden in the secret room. Give it to Taurgis.



You have come to the Imperial Sepulchre to find Krobelus, the mysterious magic user Prince Neru seeks. But your soldiers are being attacked by Medevan knights and you must defeat them!

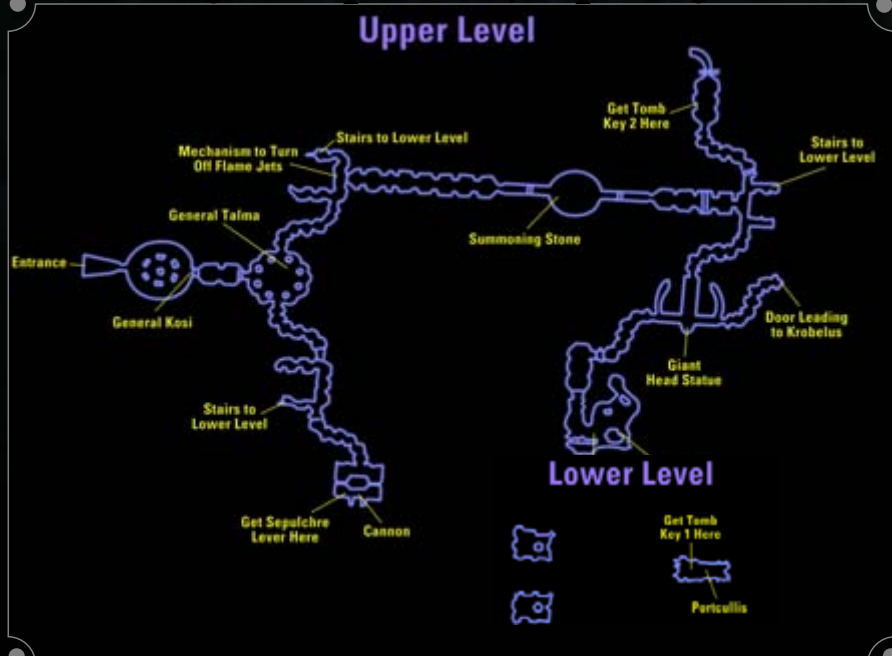
NOTE

The critical path now takes you to the Imperial Sepulchre. However, consider staying on at the Palace of Halassar and undertaking the miniquests there. If you don't start them now, you will not be able to access some valuable items that will help you in your adventures until much later. For information on the Palace of Halassar Miniquests, refer to pages 59-61.



Meet Surdama Kir, your wise teacher, in the Sanctuary. The Book of the Prophets has been returned, and it sits on a pedestal in this circular room. Read from the book.

The Imperial Sepulchre





Upon entering the Sepulchre, talk to General Kosi, who stands next to a door. Pass through this door and climb the stairs. In the next room, defeat the Medevans and talk to Captain Talma. Take the door next to him and fight your way to the cannon.



Instead of charging onto the balcony toward the cannon, use Sangaril's special skills to sneak up on the guards. Use Sneak (●) and, if you have at least two skill points in Assassination, use her special Backstab Assassin combat move (▲). Use the cannon on the balcony to limit the number of Medevan Soldiers on the beach.



Grab the Sepulchre Lever, which was dropped by one of the Medevan Knights Sangaril just killed. Go back down the stairs, past the open room with the obelisk, fighting Medevan soldiers as you go. Return to the large round room where Captain Talma waits and go through the door directly across the room. Descend the stairs to another open room with a large obelisk. To the right of where you enter, you will see a device with an open slot. Fight your way to this device, killing Medevans as you go.



Use the Sepulchre lever in the slot of the device. Once it's in place, activate it with X. This turns off the deadly fire jets burning in the hallway below, allowing your safe passage. Go down the stairs and pass through the next hallway.

NOTE

Kill all the Medevans you have met between the cannon and the Summoning Stone, or you cannot advance to the next section.



Maia encounters yet another Summoning Stone! She steps onto it and is imbued with the energy of the Tree of Eleh. Magically, the energy transforms her into the Tree Summon, a powerful creature Maia can now summon by expending 50 AP.

NOTE

From now on, you can summon the Tree Summon, provided you have at least 50 AP.



Climb the stairs to the room filled with Eleh Monsters. A portcullis crashes down, leaving a Medevan soldier to his fate at the hands of the brutal creatures. The switch to raise the portcullis is above the cage, on the right side. Once the gate is up, descend the ramp and raid the treasure chest in the little room. Check the body of the Medevan Knight who lies in the center of the room in front of the portcullis. He will have the Tomb Key 1 on him, the first of three you need to reach Krobelus.

TIP

Search the treasure chests in the little room beyond the portcullis to find the Heart of Arxes, which you will need later when Sangaril mixes Elixirs in the Shadow Clan Poison Laboratory in the Ruins of Hopiris. It's important to pick up the item now, as you won't be able to return to this level later.



Ascend the ramp and turn right. Keep traveling straight until you encounter a Medevan knight under attack by Eleh Monsters. Aid him and he gives you Tomb Key 2, and a Crusader Sword and Shield.



Return to the area above the portcullis, and continue straight through the archway on the opposite side. Soon you reach a tremendous statue head. Here Eleh Monsters battle Medevan Knights. Defeat them all and then raid the treasure chests on either side of the hallway. At the end of the hall, turn right at the head and descend. Pass through the doors and out onto the beach.



Kill all the Medevans on the beach, and the last one drops Tomb Key 3. You now have them all! Soon you will confront Krobelus.



Go back up to the tremendous head statue and continue straight, descending the stairs on the opposite side. Use all three keys to unlock the door, and then open it to confront Krobelus. After you defeat him, choose Palace of Halassar on the World Map.

Defeating Krobelus

To kill your characters, Krobelus channels energy through orbs placed around the room on pedestals. From these orbs, hordes of Eleh monsters emerge and swarm over your party, vastly outnumbering your characters if left unchecked.



To defeat Krobelus, quickly destroy the orbs on the pedestals. This stops the influx of Eleh Monsters and conserves your party's HP. Once all the orbs are destroyed, you must confront Krobelus himself. A powerful magic user, he conjures up huge waves of fire that can instantly kill Sangaril, and often times Taurgis, as well. Be ready to cast Revive to bring your wounded comrades back. Make extensive use of Sangaril's Backstab skill, as well. When Krobelus is defeated, he vanishes mysteriously. Will your paths cross again? Prince Neru will be disappointed, indeed...

NOTE

Take advantage of this trip to the Palace of Halassar to continue on your miniquests there. For specific information on the Palace of Halassar miniquests, refer to pages 59-61.

Act Two Palace of Halassar

Mystified as to Krobelus's whereabouts, Maia returns to her palace at Halassar and again meets with Surdama Kir to learn more about her amazing new summoning talents.



Return to the Sanctuary and talk to Surdama Kir. Afterward, exit to the courtyard and converse with Sangaril. The treacherous Dama Sivora awaits you in the throne room—you must choose a fitting sentence for her. To reach the throne room, exit the courtyard using either the left or right doors. Descend the stairs into the throne room and decide Dama Sivora's sentence.

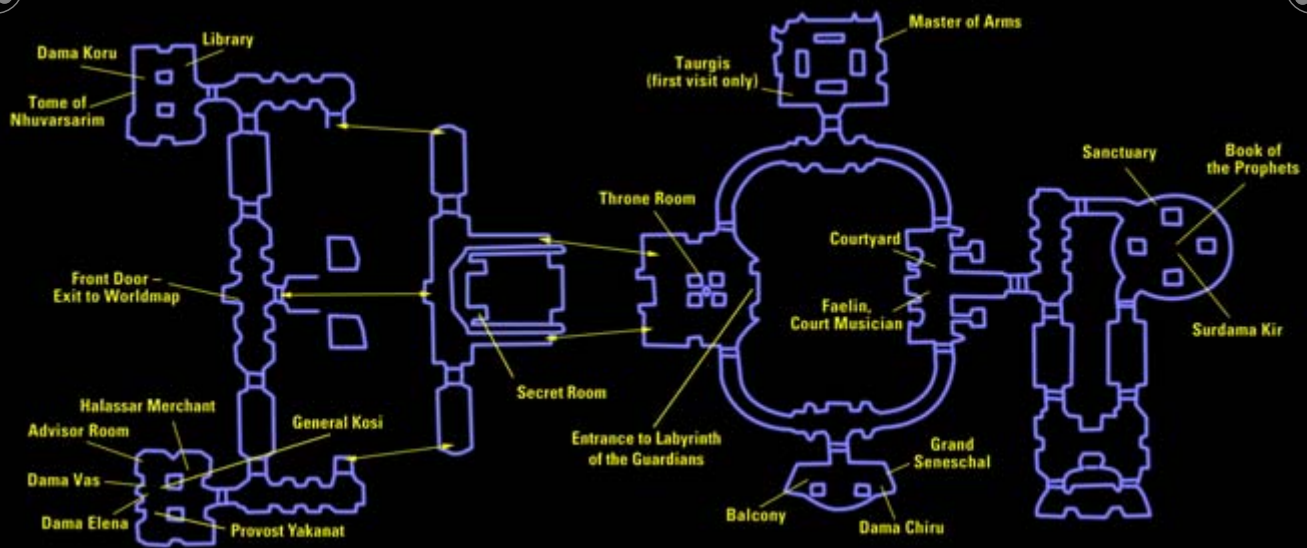


Descend the stairs opposite the throne and turn right at the landing. Talk to Taurgis outside the door to the library. An emissary waits inside, sent by Taurgis's brother Azraman, Maia's nemesis. Taurgis suspects treachery, but Maia enters the room nonetheless. After the emissary informs you of Krobelus's whereabouts and attacks you, kill him. With this new piece of information, exit the library and descend the stairs. Talk to Sangaril by the front door. Exit the castle and choose the Prison of Indubal from the World Map. Rescue Krobelus and keep your word to Prince Neru.

TIP

The critical path now takes you to the Prison of Indubal. Before going there, however, take time to visit Miridan's Pass. Many enemies lurk there, and you can stock up on gold and items by defeating them. Sangaril can also steal armor off the Galdyran soldiers there, and you can then equip Taurgis and Maia with this new protective gear.

The Palace of Halassar



Prison of Indubal

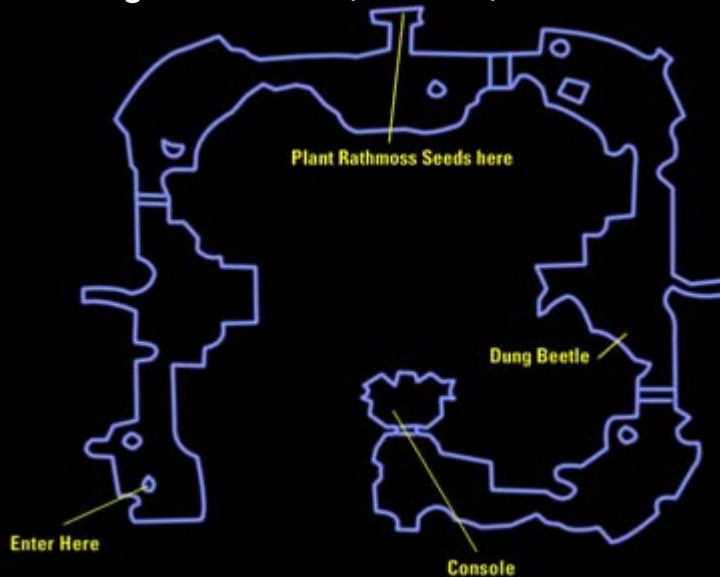


You arrive at the dank and formidable Prison of Indubal. Locate Krobelus and free him—it's no small task! To complete it, your team separates, with each member solving part of a tortuous riddle.



Walk straight through two sets of doors to where Krobelus hangs imprisoned. After Taurgis explains Imarbeth's Riddle, the team separates to solve it.

Taurgis's route through the Prison of Indubal



Strategies For Taurgis

Taurgis's Galdyr Combat skills are very effective in this dark, meandering section full of monsters. Assign any available skill points to build his combat skills up. Use Leech to gain HP and perform Whirlwind attacks to hit several close enemies at once.

An alternative to fighting all monsters is to run past the massive creatures quickly, dodging their weapons. Run all the way to the console without stopping. Once you reach the console, you only have to destroy those creatures that have followed you that far. Be careful, though, as this will still leave you fighting around five or six monsters at once. Make use of Whirlwind to hit all of them simultaneously as they cluster around you. Click on the console and the cutscene takes over.



As Taurgis, you must pass through a series of cavernous rooms. All around you lurk strange beasts ready to smash you. Hefting mighty axes and readying monstrous fists, they emerge in great numbers and lumber toward you in pursuit. Keep running straight through the rooms until Taurgis sees the console. Click on it, and he waits for the signal.

Strategies For Maia

Kill the magic casters first. They are very fond of hitting you with Paralyze, which can be devastating as the enemies continue to hack away at you while you're immobile. Icicle is another favorite of the casters, so do away with them quickly.

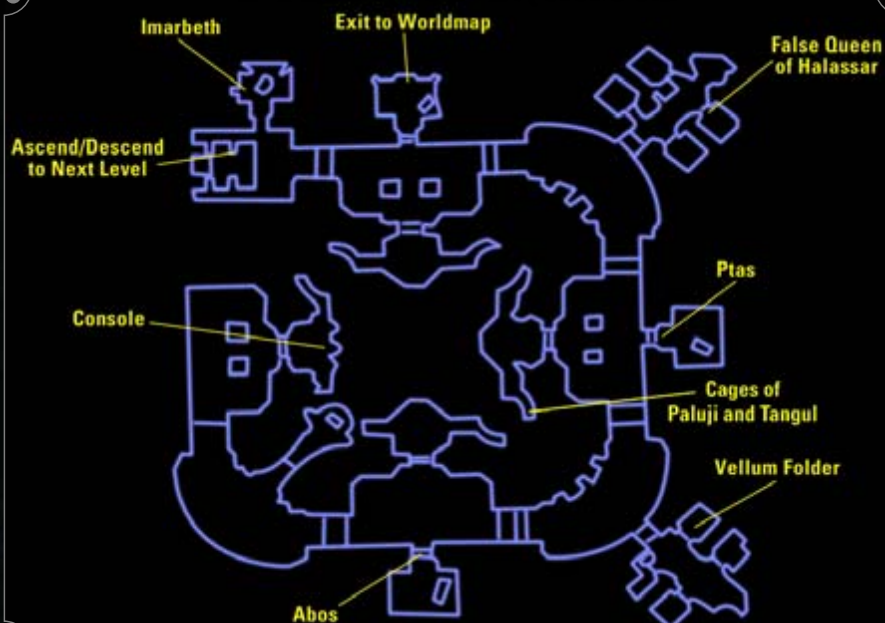
Sometimes you can spot some enemies before they see you. In these instances, creep forward slowly until you can target an enemy with Fire Arrow, which you should be able to cast at this point. When you're close enough, strike them down where they stand.

If too many enemies close in, surrounding you, summon Blood. As the Blood Summon, you gain HP when you damage enemies. Be sure you have killed casters before summoning, however, as the Blood Summon is particularly vulnerable to Ice Coffin.



Maia runs into Imarbeth, a completely mad old man who mistakes her for his little cousin. Talk to him, and then leave the room and turn left. Two Galdyran soldiers spot you and attack. Defeat them and one will drop the Gate Key.

Maia's route through the Prison of Indubal



Imarbeth's Riddle

Imarbeth, once ruler of Galdyr, is now an old man surviving in the bowels of the Prison of Indubal. Quite mad, he makes little sense when Maia tries to speak with him. Gesturing at the skeletons around him, he refers to his men as if they are still alive.



He was once a genius at constructing tortuous imprisonment methods. Krobilus hangs trapped in the dreaded Imarbeth's Riddle—a mechanism that, if deactivated incorrectly, could either burn him alive, dismember him, or send him spiraling downward to perish at the bottom of a cavernous pit.

NOTE

As you fight your way down the hallways to the console, talk to the prisoners in the various cells to embark on the Prison of Indubal miniquests. For more information on these miniquests, refer to page 61.



Run down this hallway to the final door, unlocking gates with the Gate Key as you go. If you click on the final door, you learn that it is locked, and you don't have the key. Kill the Galdyran guards who appear during the cutscene. The last one drops the Indubal Key.

CAUTION

Be careful about guards attacking you from behind as you unlock gates and wait for them to open. Avoid attacks at your back by killing all enemies before you unlock gates, or by staying in motion as the gates open.



Once you have the Indubal Key, use it to unlock the final door and move to the console. Click on it to trigger the cutscene.



As Sangaril, you must safely get to the final button. Use Sneak to move silently past the guards, eavesdropping on their conversations as you do! The final console is to the right as you enter, directly across from a series of glowing red columns. Click on the panel to activate the cutscene and free Krobelus. He tells you of Morbazan, who possesses a treasure map and flying ship. To find the lost fragment of Eleh, you must find this Morbazan.

Strategies for Sangaril

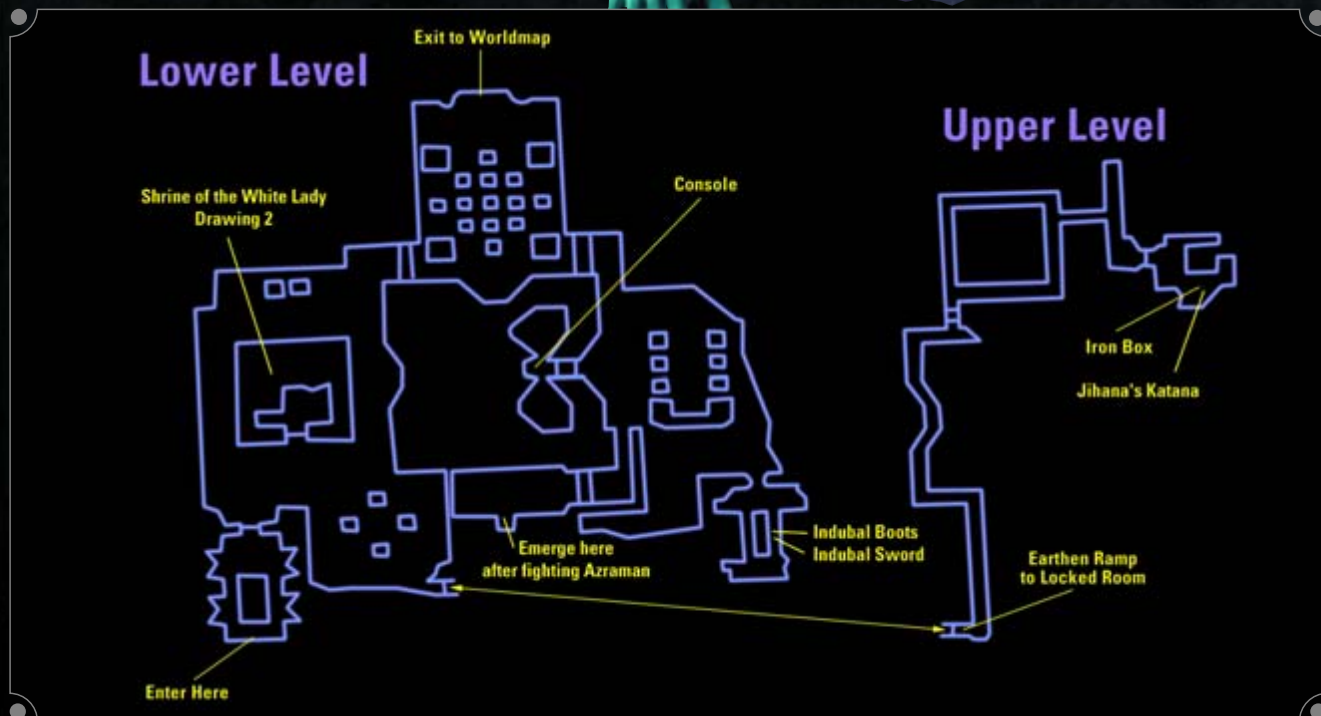
Excessive XP awaits if you use your skills to the limit. You gain XP for not being detected, for killing all the guards on the lower level, and for killing all guards on the upper level.

Use both Sneak and Hide to remain undetected. If you use Sneak and just move around in plain view, the guards will spot you and attack.

Get up close behind guards by using Sneak and then kill them with Backstab. The endeavor is tricky and may take some time, but the XP are worth it.



Sangaril's route through the Prison of Indubal





Azraman, angry and bitter that Maia sits on the throne of Halassar, challenges her to a test. She accepts, ready to prove her right to be queen.

TIP

Kill the caster first. When the four soldiers attack you, this is an excellent time to use your summoning skills in combat. Summon either the Blood Summon or Tree Summon, and pound the soldiers. Summoning is advantageous not only because the creatures are powerful, but because once they are reduced to 0 HP, Maia regains her original form, with no loss to her own HP. Start pounding all over again as Maia! Remember, also, that the Blood Summon heals itself when it sustains damage.



After defeating the four guards, walk out onto the next summoning stone. The energy spirals around Maia, lifting her up and transforming her into the Sand Summon.

Sand Summon



The Sand Summon can fly, darting about the room and damaging enemies with slashing attacks. Sand Summon skills give it devastating moves like Throat Slice. Even when you upgrade it you still can fly!

Defeating Azraman

Damage Azraman until he begins to rush at you, trying to knock you down. Each time he dashes by, he stops nearby and erects a pink force field that protects him from all attacks. The room with the summoning stone is too small to battle him in, so lure him out to the larger round room where Maia fought the four soldiers.

Move the camera out in order to view Azraman. As his shield starts to dissipate, a tiny window of time opens where he is vulnerable. As soon as the shield drops, strike him, or use a scroll.

If you hit him while he's vulnerable, he won't knock you down. If you miss, dash away quickly before he can barrel over you. If he does knock you down, as soon as you're able to rise to your feet, run away quickly to evade his next charge.

Continue this method, hitting him each time his shield drops, until he resigns.



After defeating Azraman, leave the building and go right. Descend the stairs and continue along the path to the area with the pillars. Use the large exit door there and select Munari City Harbor and Market on the World Map.

CAUTION

When fighting Azraman, he tries to knock you down. Don't give him a chance to hit you—you're vulnerable to his attacks when sprawled on the floor. Targeting and sidestepping works well, and a well-timed hit stops his attack before the knockdown.

Munari City Harbor and Market – First Visit



Your search for the lost fragment of the Tree of Eleh has led you to Munari City, where you search for the mysterious Morbazan.



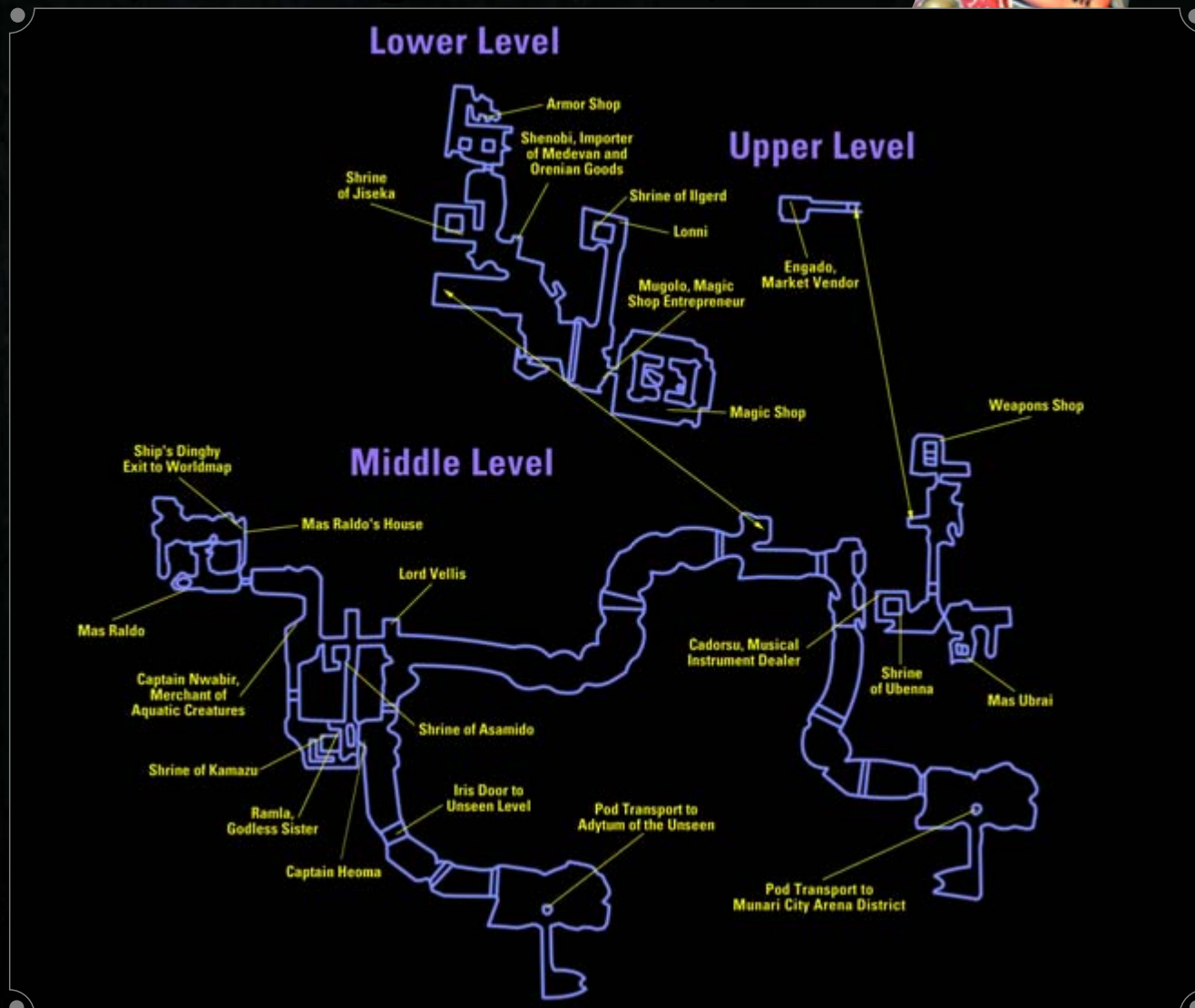
When you arrive in Munari City, climb the spiral stairs to meet Mas Raldo. He suggests you find Mas Ora in the Arena District. After talking to him, leave through the door and walk down the ramps, reaching the tunnel ahead. Pass through the tunnel and walk directly ahead, ascending the ramp. Turn right at the top and continue through the tunnel until you reach the tram area. Activate the console to call the pod.

NOTE

While in Munari City, engage in the many great miniquests available. For information on these miniquests, refer to pages 62-66.



Munari City Harbor and Market Districts



Munari City University and Arena - First Visit

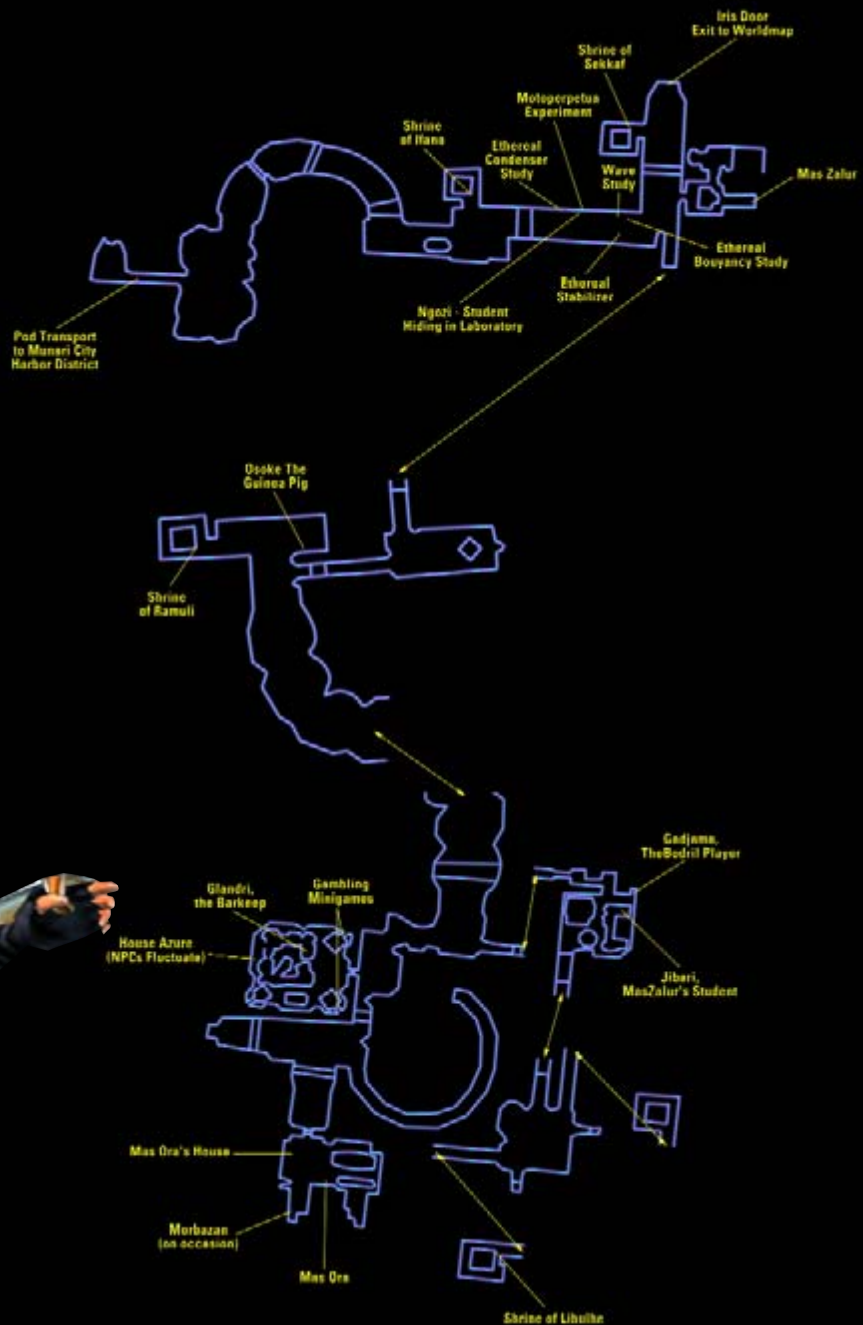
You have traveled here to find Mas Ora, despite Mas Raldo's warning that she might be dangerous. You don't care if she's dangerous; the quest for the lost fragment of Eleh is too important. You must find Morbazan.



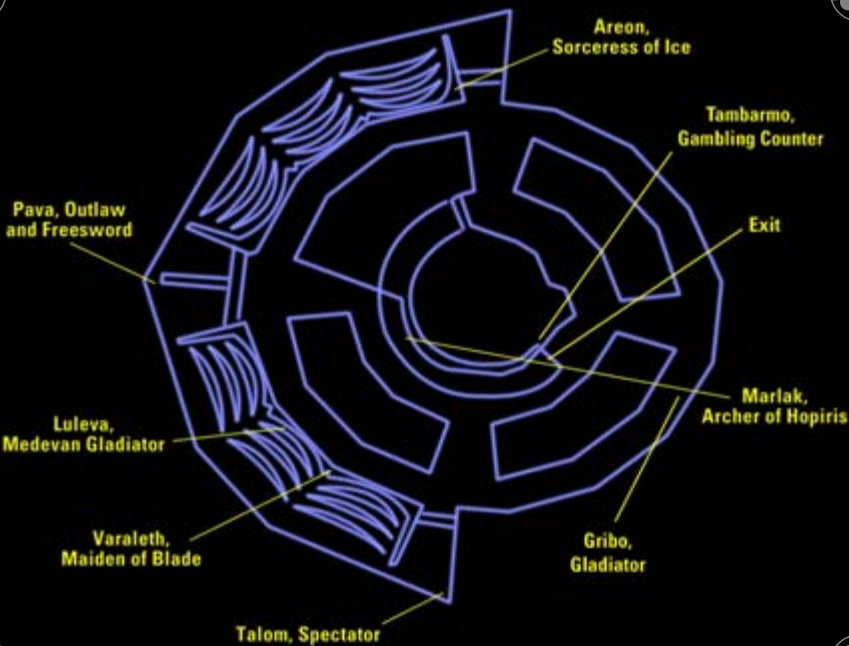
Exit the pod and walk down the tunnel. Stay to your left, climbing ramps until you reach another tunnel. Take this tunnel and you emerge onto a balcony with two blue flags. Turn right and head more or less straight ahead. You'll pass a blue door and an iris door. Open Mas Ora's door, which is lavender and sports a sun design. Mas Ora talks with Maia about Morbazan, then invites her to visit the Arena and see him in action.



Munari City University and Arena District



Mas Ora's Arena



NOTE

While in the Arena, talk to the different gladiators to embark on some neat miniquests. For details on these miniquests, refer to pages 65-66.

Mas Ora's Arena

At your first glimpse of Morbazan, you see he is a powerful fighter, who uses magic to defeat his opponents. You can see why Mas Ora doesn't want to give him up, even for a little while. The crowd cheers madly for him! At Mas Ora's Arena you can play minigames: Shell Game, Poker Dice, and Guessing Game.

Mas Ora and Her Gladiators



Morbazan is older and wiser than he seems. He shares a mysterious past with Iari, a weapon of the Unseen. A powerful warrior, he uses magic to foil his enemies.



An Outlaw and Freesword, Pava is deadly with a sword—a mercenary who works with a troop of warriors. Talk to her in the Arena later on, and she gives Maia a tip: seek out the mercenary Hawkwood in Munari City. He might help Maia out during a crucial battle later.



Marlak, Archer of Hopiris, longs nostalgically for the days when he used to hunt arrowheads in the Ruins of Hopiris. It's too dangerous for him to go now. Perhaps Maia could help him out...



Varaleth, Maiden of the Blade, desires a student to pass her knowledge on to. If Maia visits her in the Arena later, she gives a valuable lesson in sword work. If Maia happens to find Varaleth a student during the course of the game, Varaleth would be even more happy.



Areon, Sorceress of Ice, casts cold magic upon her enemies, freezing them where they stand. She is in terrible debt to Mas Ora, however, and it makes her miserable. Perhaps Maia's party could help her out with some gold.



To defend Halassar's name, you agree to fight in the Arena, though you suspect treachery from Galdyr. Gladiators ready to battle you, as does the archer, who lurks at the top of a ramp.

TIP

If you don't want to fight all of the gladiators, run past them and then straight up the ramp. Kill the archer when you meet him. This ends the fights.



You exit the Arena near a gambling counter; buy monsters if you like. When you are ready, climb up the spiral ramp to the right of the gambling counter. You reenter Munari City University and Arena District.

TIP

Be sure to pick up Amok's Bane, which is found among the plants in the Arena. This item comes into play when Sangaril creates poisons in the Shadow Clan Laboratory in the Ruins of Hopiris. Refer to page 73 for details on this miniquest.

Munari City University and Arena - Second Visit



Reenter Mas Ora's house and talk to Morbazan. He says he will help you only if you bring him Iari, a mysterious weapon made by legendary beings, the Unseen. His assistance is vital, so you must find this Iari!



Leave Mas Ora's house and continue straight to the balcony with the blue flags. Turn left into the tunnel. Descend ramps, then take the spiral ramp down to the tram area. Activate the console to call the pod and travel back to Munari City Harbor and Market District.

NOTE

You must talk to Morbazan on the second visit to Munari City before you will be able to leave.

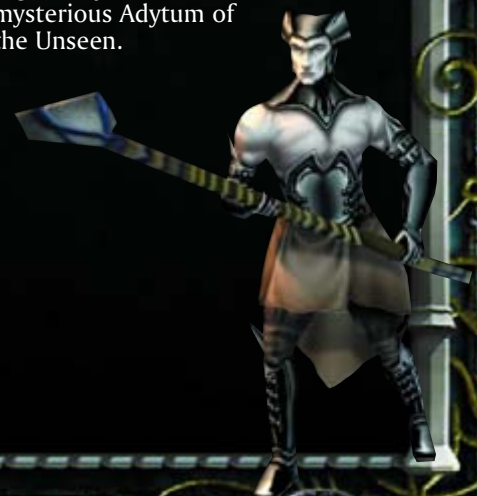
Munari City Harbor and Market - Second Visit



Exit the pod and turn left. Take a left after passing through the market. Go through the tunnel straight ahead. Exit the tunnel, ascend two ramps, and turn right. Go up the ramp to Mas Raldo's house.



Ask Mas Raldo about the Unseen. He gives you the Iris Door Gem and directions to the door that leads to the Adytum of the Unseen. Leave his house the way you entered and travel down the first ramp. Don't enter the tunnel leading to the market area. Instead, turn right and enter the iris door there. Activate the transport console to call the tram. You encounter Neru, and together you travel to the mysterious Adytum of the Unseen.



Act Three Adytum of the Unseen—Part 1



To find Iari, an elusive weapon constructed by the Unseen, you must venture through the Unseen's strange underground structures and make sense of their unusual machinery. Your friends fight at your side, and together you descend into unknown territory.



After you exit the tram, you are immediately faced with a puzzle—how to get through the colorful force fields. You can deactivate only one at a time.

The Force Field Puzzle



To solve this conundrum, use the red console to deactivate the first force field, and enter solo mode (press **SELECT** and choose solo from the menu). Move one character ahead to the edge of the green force field. Switch to another character (press **R2**), and use the green console to deactivate the green force field. Switch back to the character between the force fields and move to the edge of the blue force field. Switch to one of the characters at the consoles and deactivate the blue force field, using the blue console. Advance the character in the tunnel to the end, and use the console there to shut down all the force fields. Toggle off solo mode by pressing **SELECT** again.

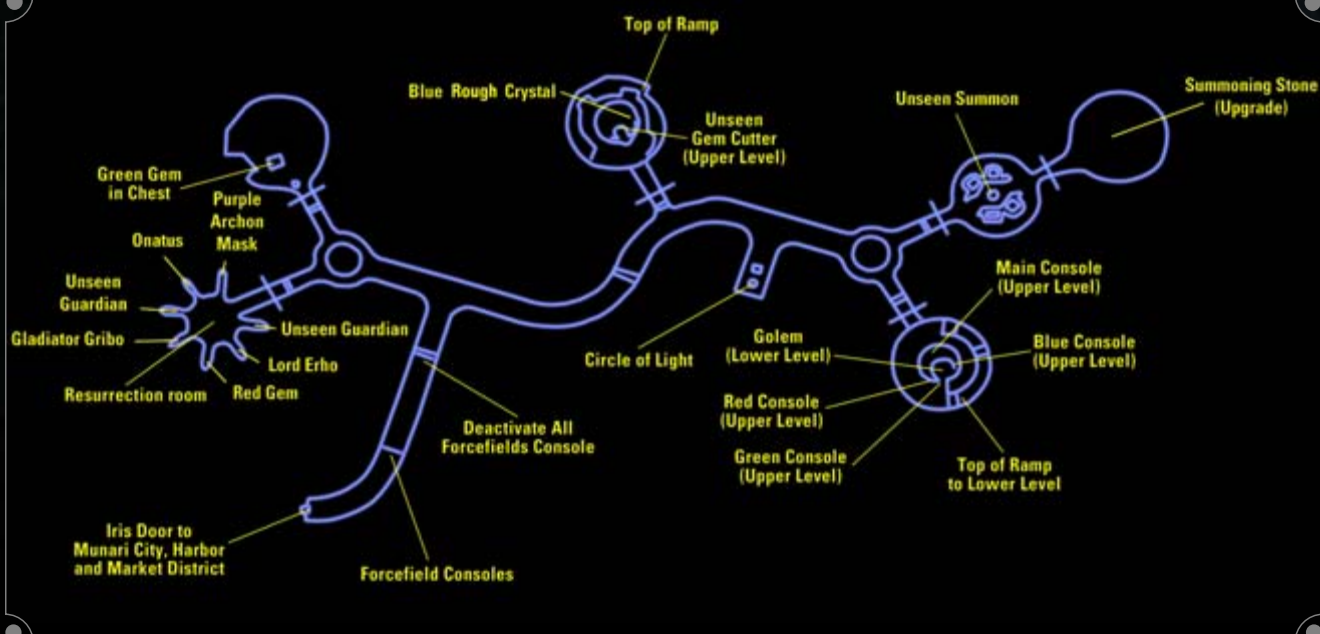
NOTE

Several exciting miniquests await in the Adytum of the Unseen. While you're there, be sure to embark on them. For details on these miniquests, refer to page 66.



At the bottom of the ramp, turn left and travel to the end of the hall. To the right of the glowing pylon, you see a door. Enter the room and ascend the ramp to reach a chest at the top. Open it to claim the Green Unseen Gem. Exit the room the way you came in.

The Adytum of the Unseen, Part 1





Head right as you exit the room and enter the door there. Inside lies the resurrection room, filled with colorful chambers. Each chamber hides something different. Here Mas Ora resurrects the slain warriors she sees fit to return to the Arena. Open the yellow chamber to get the Red Unseen Gem. Exit the same way you came in.

CAUTION

Sometimes two of the resurrection chambers hide enemies, so be prepared as you open them!



The Unseen

Legendary beings, the Unseen have left behind only mystery. The Munari speak of them in whispers—few people know who they are or where they can be found. Deriving their technology from strange contraptions powered by crystals, the Unseen have built elaborate mechanisms that Maia and her party must learn to operate.

Deep in the Adytum, the mysterious weapon Iari exists, also powered by crystals and created long ago by the Unseen. Though Iari is heavily armed with ranged weaponry, she is far more than a mere machine...she is a vehicle for her soul.



Proceed down the hallway, past the pylon and the force field tunnel where you first entered. Soon you see a room on the left. Go through the door. A cutscene follows, showing how the Unseen technology draws energy from the crystals. Nearby is a pile of blue rock, lying under the ramp. Retrieve the Blue Rough Crystal from the pile. Climb up the ramp to reach the gem cutter. Place the Blue Rough Crystal on the little platform and watch as the machine cuts a perfect Blue Gem for you. Exit this room the same way you entered.



After leaving the gem-cutter room, turn left. Pass the large glowing ball. Press **X** for your character's comment on the rather gaudy contraption! Enter the door to the right of the large ball. On the far side of the room, insert the Blue, Red, and Green Gems into their respective consoles. Activate the main console near the room entrance.



You gain control of the golem. You need a purple crystal, so walk the golem out of its control panel area to a nearby blue rock shard next to the three tubes of coursing energy. Behind this shard is a switch. Throw the switch to create a Purple Gem and simultaneously unlock the bars that block off the ramp behind the golem. Walk the golem back to its original position and activate the shut-down console. This switches you back to your characters.



Descend the ramp and press **X** at the bars to lower them. Take the Purple Gem and return up the ramp, again pressing **X** to get past the bars. Exit the upper room the way you first entered.



Head down the hallway, staying left past the floating ball. When you reach the purple console on the left, insert the Purple Gem. This activates the teleport to the Unseen Boss. Step onto the teleport directly in front of the console and press **X** to leave.

Adytum of the Unseen—Part 2



After emerging from the teleport, use Maia to climb the ramp and activate the scrying pool console at the top. This initiates a cutscene.



Maia goes on alone. Pass through the doors, killing all enemies you encounter. Continue along the hallway until you come to a second door. Past this second door, the ramp leads down to a summoning stone.



NOTE
Destroy all enemies between the scrying pool and where you first encounter Iari (a little way ahead) for the game to progress.



Maia steps onto the stone and is magically transformed in the Eye Summon, a creature with a powerful lashing tail and one large baleful eye. Immediately the Unseen Boss enters and slithers about the room.

Eye Summon



The Eye Summon is a powerful creature that hovers above the ground and shoots its enemies. Because it uses a ranged attack, the Eye Summon is effective for hitting enemies you want to stay away from. Upgrade its special Eye Combat Skills to use its special attacks!

The Adytum of the Unseen, Part 2



Defeating the Unseen Serpent



The Unseen Serpent works with minions that skitter around you, lashing out when they get close enough. Though the minions can damage you, concentrate your efforts on the Unseen Serpent. When it is destroyed, its minions automatically go with him. In Eye Summon form, lash out mercilessly at the large undulating snake, not pausing to let it recover. Use the Eye Summon's Energy Bolt ability for a powerful attack. The Eye Summon is immune to attacks from the Unseen Boss. Dodge the shots and shoot the boss for an easy fight. If your HP depletes and you turn back into Maia, continue to rain heavy blows on the Boss. Once your AP points recover, use your summoning skills again to further the lethal pounding. You may want to keep Health Potions or the Heal Spell ready.



After defeating the Unseen Boss, proceed past the door it entered through. Walk up the ramp onto the strange, glowing mound. After the cutscene, continue up the ramp and pass through the door at the top. Ahead lies Iari's console. Activate it to rebuild her. After talking to her, exit through the doors directly behind her to enter the Munari City Arena District.

Munari City: University and Arena—Third Visit



Once back in Munari City Arena District, go up the ramp and pass through the house at the top. Turn left to reach the balcony with the blue flags. Continue straight and enter Mas Ora's house. Engage Morbazan in conversation, holding him to his promise to help you.



Leave Mas Ora's house, returning to the balcony with the blue flags. Turn left into the tunnel to return to the University area. Descend two ramps and enter the iris door at the end of the alley directly in front of the bottom of the second ramp. This exits to the World Map. Select Eleh Caverns.

TIP

To identify the correct door to the World Map, look for a shrine left of the door. Enter the shrine and click on it—it should inform you that it's Sekkaf's Shrine.

NOTE

Before continuing along the critical path, this is a good time to plant seeds for the Ruins of Hopiris poison miniquest. For more information on this miniquest, refer to page 73.



Eleh Caverns



You arrive on a snowy ledge outside the yawning mouth of a cave. Giant stalactites and stalagmites jut from the cavern like hideous rows of teeth ready to devour your party.



Enter the mouth of the cave and dash to the area where the three forks diverge. Take the middle fork, continuing straight through the brown stone tunnel. Turn left to come to a large wooden door that stands in disrepair. Enter the door to Yago's quarters.



To trigger Yago's entrance, examine the books on the table to the left as you enter. After the cutscene, ask Yago to lower the barrier to the Tree of Eleh and exit the level.



Eleh Caverns

Yago and the Ancient Language of Aosi



Yago can read Aosi, the ancient language of creation. When the Tree of Eleh still stood, Aosi was the wind in its branches, whispering the primeval language of the source of life. Yago's daughter Rosalind can also read Aosi, though she has recently disappeared. Distraught, Yago seeks her, traveling to the remote reaches—the Eleh Caverns—where his airship crashed and left him stranded.

Yago doesn't realize, however, that it was Rosalind's gift for reading Aosi that led to her disappearance. Will they ever be reunited?



Eleh Fragment - Tree

You have journeyed far to arrive at this most mysterious place. Here dwell the fragments of the source of life itself, winding conduits of energy that resemble branches of some twisted and spectacular tree.



At the start of the level, run down the branches. Fight the many enemies who spring forth magically in your path. Turn left at the fork, heading toward the summoning stone below. Use the floating red console to activate the bridge, and cross over onto the summoning stone.

Upgrading Summon Stones



Maia encounters several summoning stones that allow her to upgrade one of the Summons she already calls forth.

Upgrading changes not only the Summons' physical forms, but their powers as well, making them more formidable. You can upgrade their special combat moves to exact different kinds of damage during battle.

You can use each upgrade summoning stone only once, so be sure to pick the Summon you want to upgrade!



Blood Summon, Level 2



Tree Summon, Level 2

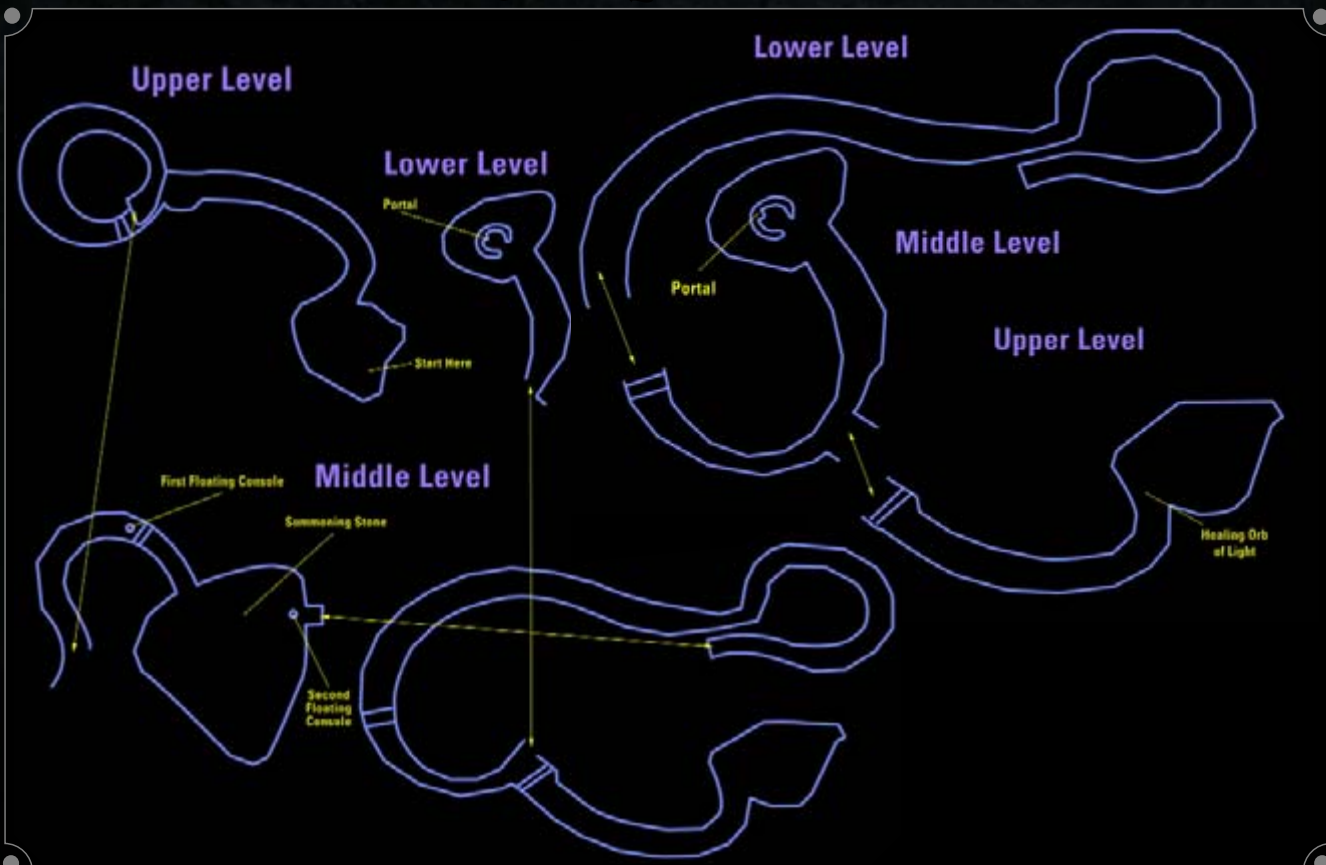


Sand Summon, Level 2



Eye Summon, Level 2

Eleh Fragment: Tree





After you have upgraded using the stone, activate the second floating red console to extend the bridge on the other side. Continue downward, fighting monsters as you go, until you reach a portal with sharp spines protruding from all sides but one. Enter the portal to advance to the next level.

NOTE

Before you can activate the second floating bridge console, you have to defeat all the nearby monsters. This is a great time to try out your newly upgraded Summon!

Eleh Fragment—Sand



Run down the branches until you trigger a cutscene. Keep descending until you reach another portal with sharp protruding spines.



At the portal, you can send only two characters through, so think about who you'd like to take. Send the first two characters—the third one will not go through.

TIP

Twice you have to choose two of your three characters to enter a portal, then at the end of that level, only one will pass through the final portal. Because this happens twice, two pass through the final portal to the Boss battle. These two are the ones who will assist Maia in defeating the Eleh boss, Ezuran. If you have more confidence in two particular characters, make sure they are the ones who pass through the final portals to come.

NOTE

To advance, you must defeat all the monsters you encounter by the portals.

Eleh Fragment: Sand



TIP

On each Eleh Fragment (Tree, Sand and Eye), battle your way to the golden healing orbs. These come in very useful after lengthy fights!



With your remaining two characters, run down branches until you reach the next portal. Fight monsters as you go. At the portal, choose the remaining character to send through. If you have only Taurgis and Sangaril, they argue about who will be the one to pass through. To settle the dispute, the two characters decide to spar. Pick a character and fight the other one. The first character to get knocked down to 0 HP loses and must remain behind. The winning character advances to the next level.

Eleh Fragment - Eye



At the start of this level, descend on the branches until you trigger a short scene. Continue down the branches to the next portal.

NOTE

Once again you must defeat all the monsters before you can use the portal.



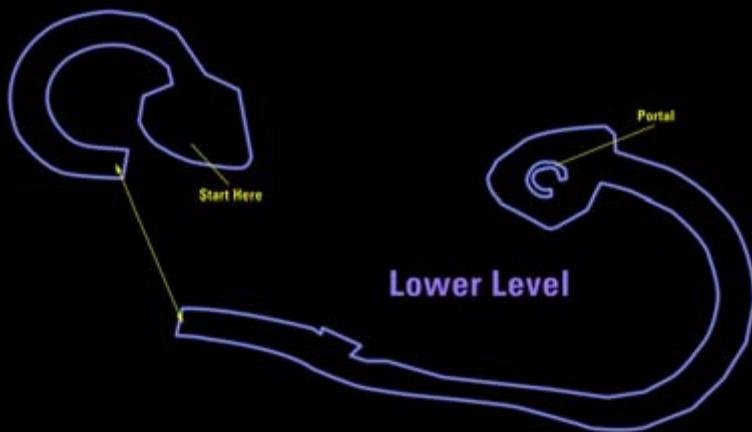
As in the previous level, when you reach the portal you can send only two characters through. The third cannot follow.



With your remaining two characters, run down the branches and take the first right. Continue around the bend in the branch to reach the next portal. Choose a character to send through the portal. They don't spar this time.

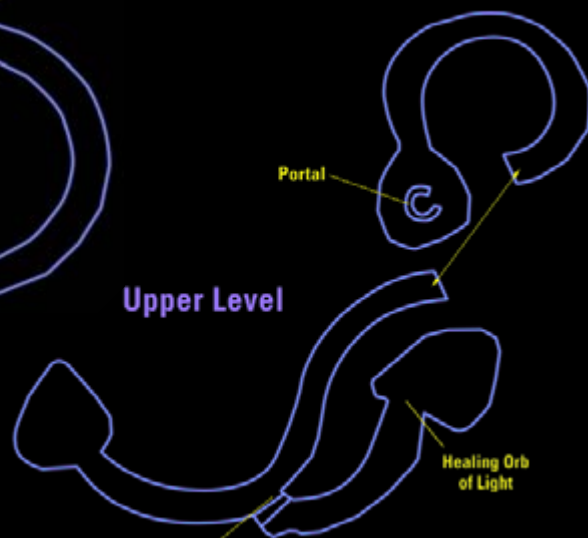
Eleh Fragment: Eye

Upper Level



Lower Level

Lower Level



Stay to Left Here

Eleh Fragment— Blood



The two characters who made the final portal trips now join Maia on the other side. Together they emerge into a watery cavern where a strange creature lounges languidly, teeth jutting out from its center to encircle a strange stalk. This massive being is Ezuran, the Boss of the Eleh Fragment: Blood.

Defeating Ezuran



A bizarre life-form soaking in shallow water, Ezuran calls forth many minions to wreak havoc on your party. Ignore these deadly guardians and concentrate on the Boss.

Move to Ezuran's center, where a stalk protrudes in the center of the swaying teeth. Destroy this stalk to win.

You can't hit the stalk with regular combat moves. Instead use spells or special combat skills to destroy it. Moves such as Whirlwind and Ignite prove effective, but the quickest way to destroy Ezuran is for Maia or Yago to hit him with the Explosion spell, which destroys him in a single hit.

After you defeat Ezuran, you are transported to the next level—the enigmatic Wheel of the Perduellion.

Act Four The Wheel of the Perduellion

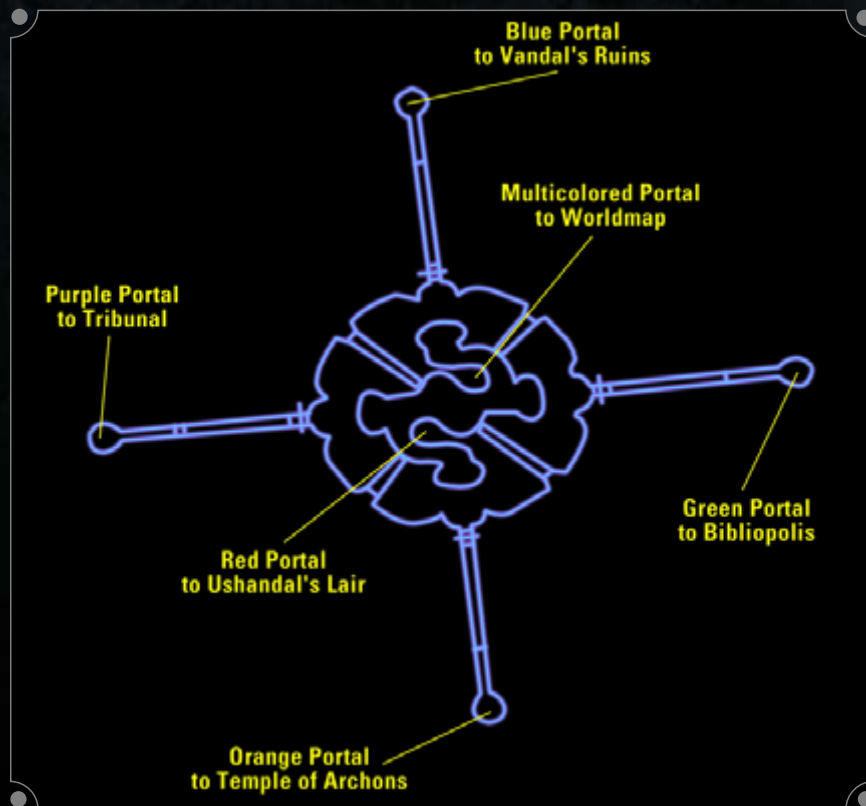


You are now in the strange Wheel of the Perduellion, an odd and unsettling place, utterly foreign in its design and technology. Unfamiliar beings plead with you to kill their leader Ushandal. You have been separated from the other members of your party. You must find them!



After the opening scene, open doors and take the purple hallway. To your horror, you find Sangaril, immobile and floating. Return to the center of the Wheel of the Perduellion. Engage one of the strange people in conversation, and he tells you that the strange circle of light beneath Sangaril is a portal. Return to the purple portal and press **X** to activate it.

The Wheel of the Perduellion





You are transported to the Tribunal. Talk to Morbazan and then the Justicar. You learn you cannot represent Morbazan and free him without the proper mask. Return through the purple portal, and to the center of the Wheel.



Choose the orange doorway. Here Neru hangs, immobile just as your dear friend Sangaril. After the cutscene, use the orange portal to travel to the Temple of the Archons.

The City of Masks



Dozens of factions exist within the society of the City of Masks. These different factions exist in a vast network of friendship and enmity. To talk to members of this society, don masks, exacting different results depending upon which mask you wear. There are no individuals in this society, only members of large groups like the Archons and the Perduellion. Krobilus is removed from your party in the City of Masks.

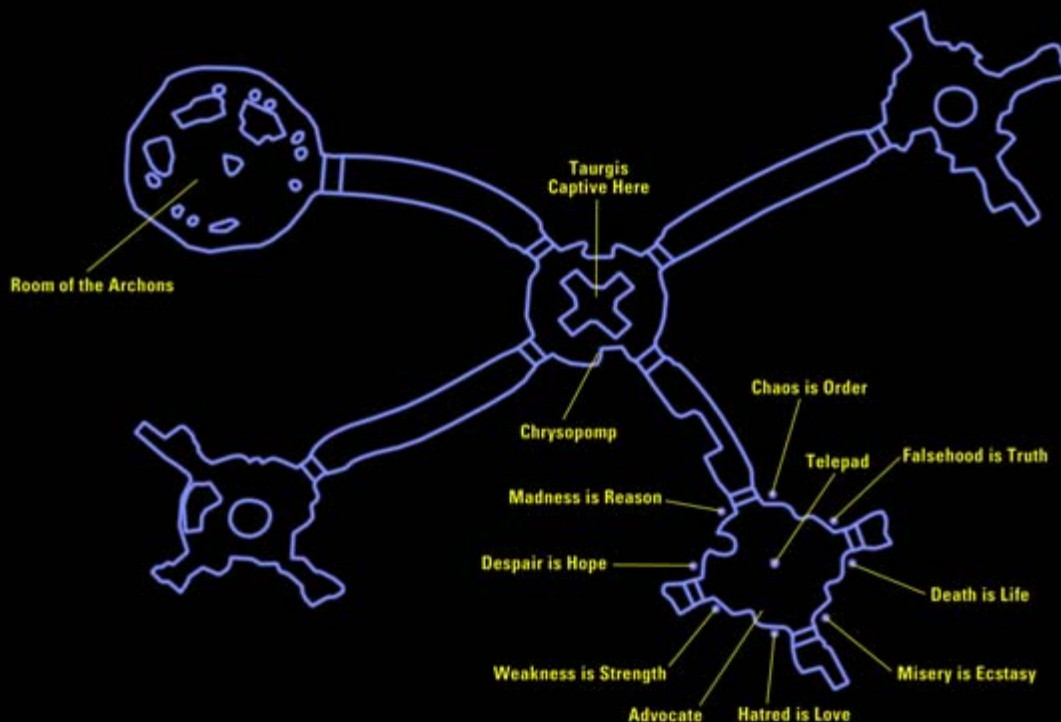


At the Temple of the Archons, turn around and talk to the Advocate wearing the Yellow Mask. He gives you the Tribunal Mask, which you'll need later to defend Morbazan. Climb up the long staircase, where you find Taurgis, trapped, holding a large bowl filled with leaping flames. Talk to him, though he is not in his right mind. The Tempest has seized him, and Taurgis no longer cares about Halassar or the prophesy.

NOTE

Many valuable items can be gained by undertaking the miniquests in the Temple of the Archons. For details on these miniquests, refer to pages 66-67.

The Temple of the Archons





Take the ramp across from the stairs and talk to one of the Archons in the room you come to. They make you a deal. If you bring them Vandal's Mask, they will free Taurgis. Return to the orange portal, teleport back to the Wheel, and walk to its center.

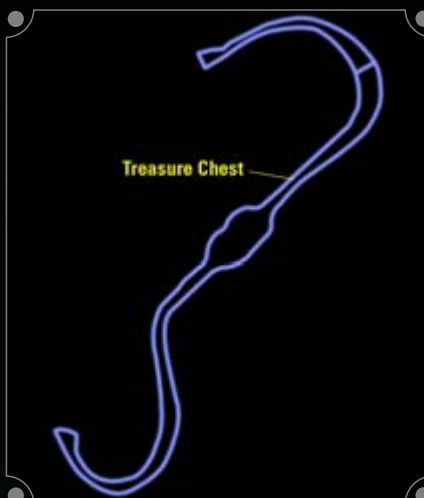


Take the blue door this time, and walk to the teleport. Yago floats above, frozen and helpless. Activate the blue teleporter and travel to Vandal's Ruins.



In Vandal's Ruins, turn right as you emerge from the portal. Continue straight, then take the second right. Step over a large foot and bypass a statue with an open mouth. At last you come to Vandal and his daughter, Nepenthes. Talk to Vandal and agree to Nepenthes's shooting game to find out what has become of Iari.

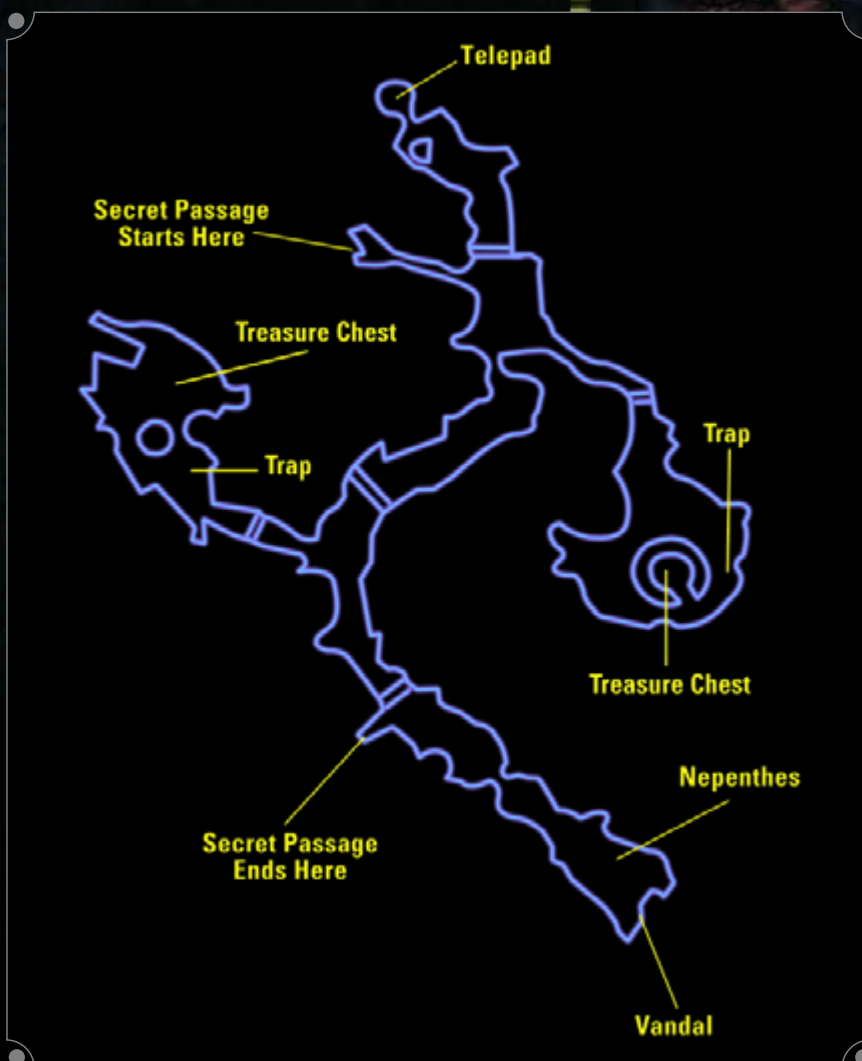
Secret Passage



NOTE

In this area, the Deceivers drop Voidstones, which are needed in the Ruins of Hopiris Poison Laboratory miniquest. For details on this miniquest, refer to page 73.

Map of Vandal's Ruins



Nepenthes's Shooting Game



Nepenthes challenges you to a test—the only way she and her father will divulge information about Iari's whereabouts. They have transformed her into a bomb. Poor Iari has been dismembered, her various parts scattered in different locations. To get her back, you must play their shooting game.

Accept Nepenthes' challenge, and shoot the glowing masks by pressing **[R1]** or **[R2]**. You learn the following clues if you play the game four times (the maximum number of times you can play on this visit).

- **Round One:** One of Iari's legs is in the City of Books.
- **Round Two:** Another leg is for sale, but you must find a vendor.
- **Round Three:** An arm is at the river's source.
- **Round Four:** "Three mouths speak desire's need, four eyes see through ancient lies."

After the first round, Vandal gives you Vandal's Key, which proves quite useful in the quest for Iari's parts. After the fourth round, Vandal grows tired, and the game is over. If you can't finish a round in the time limit, pay gold. Or you can retry for free until you finish.

NOTE



A secret passage leads to treasure. Claim the goodies before returning to the teleport.



Return to the blue portal in Vandal's Ruins, and choose to go directly to the Tribunal. Once there, put on the Tribunal Mask that you got from talking to the Advocate in the Temple of the Archons. Talk to the Justicar, and you receive one of Iari's parts. Return to the purple portal, and go directly to the Temple of the Archons.



At the Temple of the Archons, put on your Tribunal Mask and speak to the Advocate in the Yellow Mask again. You learn where to find the law books needed to defend Morbazan. Climb up the long set of stairs to where Taurgis waits. Speak to the Chrysopomp, to the left of where you first enter the room. Buy another Iari part from him. Return to the teleport and travel back to the Wheel of the Perduellion.



Put on the Mask of the Perduellion that they gave you upon arrival. Speak to one of the Perduellion, who gives you another Iari part. Travel through the green door and down the hallway. Use the green teleporter to travel to the Bibliopolis.

Bibliopolis of Lost Tomes



After the opening scene, talk to the Curator again and ask him about the book of laws. Leave through the door and find a summoning stone on the other side. Upgrade one of your Summons. Continue straight through the next door, where Unseen Guardians prowl.



In the far left corner lies a chest. Use Vandal's Key to unlock it and receive one of Iari's legs. Leave this room and turn left. Go through the door and down the hall, entering the room at the end.

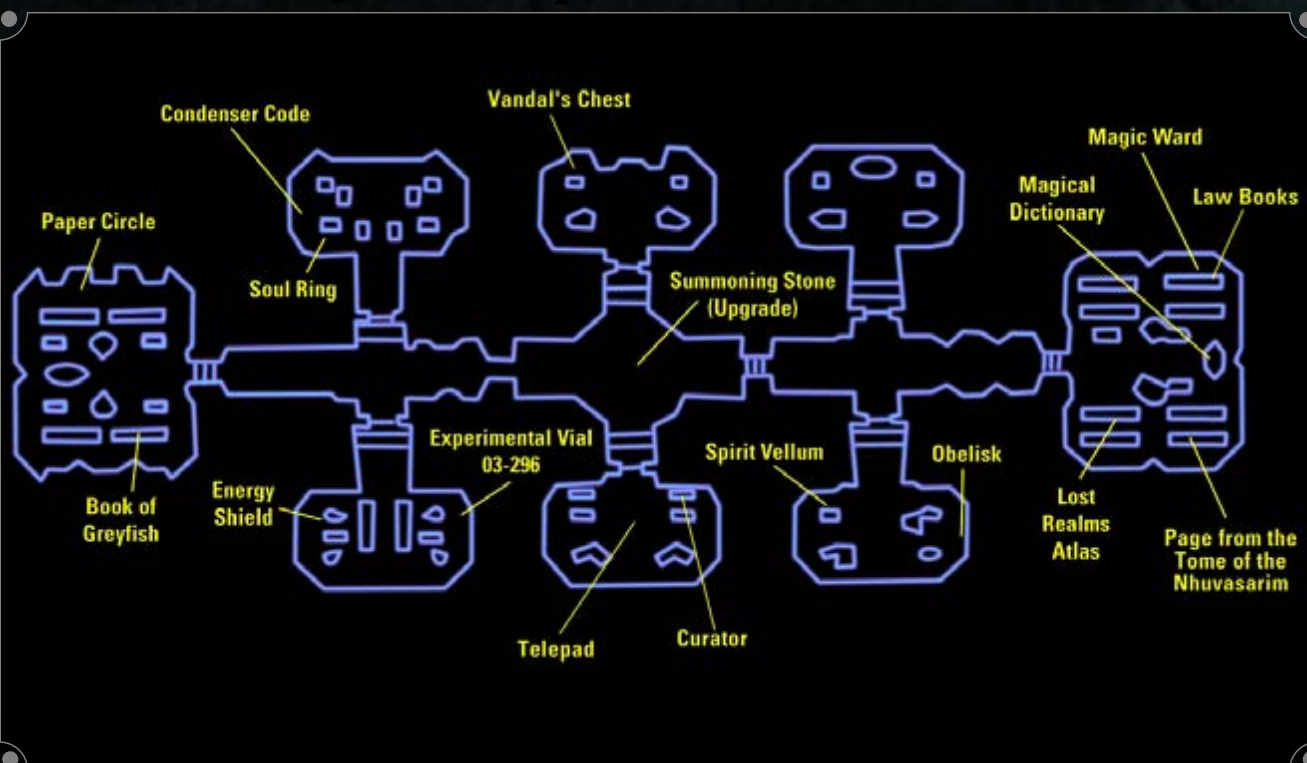


In the far left corner of this room stands a shelf containing the book of laws. Read the book and learn how to save Morbazan. When you are finished, return to the green teleport in the Curator's room and travel back to Vandal's Ruins.

CAUTION

Before you retrieve the law book, be sure Maia is at full health. Tusk Wolves attack her as soon as she finishes reading the laws!

The Bibliopolis of Lost Tomes



TIP



Also in this room is the lost page from the Tome of the Nhuvasarim. Claim it to enter a bonus level later back at the Palace of Halassar, and undertake the Tome of Nhuvasarim miniquests.



In Vandal's Ruins, return to where Vandal and Nepenthes await. Play the final round of the shooting game to learn the last clue: Iari's head and torso lie between madness and despair. You must fight Vandal and Nepenthes to get Vandal's and Iari's Masks. Return to the teleporter and go directly to the Temple of the Archons.



At the Temple of the Archons, find the large fanged mask with its tongue lolling out. It's on the same floor as the teleport, across from where you arrive. On either side of this large mask are two smaller masks on pedestals called Despair and Madness. Click on the masks on either side of the fanged mask, then click on the large fanged mask to retrieve Iari's head and torso.



Return to the Archons you struck the deal with for Taurgis's freedom. Give them the mask, thereby freeing Taurgis. Return to the teleporter, and transport to the Wheel once again.



Once at the center of the Wheel, ask one of the Perduellion to assemble Iari. With Iari and Taurgis at your side, you must now face the Tribunal and save Morbazan. Return again to the purple teleporter; travel to the Tribunal to demand Morbazan's freedom.

Defeating the Tribunal Judges



Once there, you demand Morbazan's freedom. The judges will not bend, and so you must kill them.

Each of the three judges specializes in different spell casting. One is fire, another ice, and the last energy. Have Iari focus on the Ice Judge, hitting him with her energy attack. Take advantage of Taurgis's advanced Galdyr Combat skills.

Use Maia's Blood Summon to attack them, as the Blood Summon gains HP as it fights.



Back at the Wheel of the Perduellion, talk to a member of the Perduellion and you are given the Red Mask to confront Ushandal. Put on the Red Mask and enter the red portal in the middle of the Wheel.



The Ancient Ones

The Ancient Ones once ruled the Twilight Realm. After the Tempest shattered the Tree of Eleh and devoured their cities, they fled. As the Tempest engulfed the River of Light, the Ancient Ones found refuge on the island where the Munari would eventually build their cities.

As more and more Munari arrived, the Ancient Ones went underground, becoming the Unseen, and known only as legendary beings to the Munari. Separated from the magnificent River of Light, the Ancient Ones slowly began to die off, until only two members remained—Iari and Morbazan. But Iari started to fade, and Morbazan, unable to stand the solitude, created a machine to house her soul.



Lair of Ushandal



In the Lair of Ushandal, listen to Logosarch's speech. As she finishes, Ushandal appears.



Concentrate your efforts on Ushandal in this fight. Hitting him with special combat moves is effective, as is using Maia's summoning abilities.



After the fight, you return to the Wheel of the Perduellion, where the rest of your party joins you. At last, they are all free. Use the multicolored transporter to leave the Wheel and enter the Realm of Twilight. On the Twilight map, select Paludal's Bridge.

The Realm of Twilight



The Realm of Twilight isn't just a dimension full of strange worlds. It's actually alive—fed by vibrant energy from the River of Light flowing from the City of Masks to Khargathalan. Long ago the Ancient Ones ruled the Twilight Realm. When the Tempest destroyed their cities and began to devour the River of Light, the Ancient Ones fled the Twilight Realm.

After the Tempest swept through, three hideous gods took over the Realm of Twilight. Ezuran dwelled between Eleh and the City of Masks; Ushandal ruled the City of Masks and Khargathalan funneled the living energy of the River of Life directly into the Tempest, while Sharangir commands the tower in the Valley of Khargathalan.



Paludal's Bridge



You have arrived at a place teeming with odd glowing plants and oozing mud. Golems, who derive life and sustenance from the mud, proliferate here. Beware their blows, ranged weaponry, and mud traps.



After the opening scene, talk to Bazig. He gives you his hammer. Leave his house and walk to the broken bridge. Ring the gong with his hammer to fix the bridge. Cross the bridge and enter the first house. A table stands on the right. Pick up the Blue Swamp Flute from the table.



Cross bridges and pass through houses until you reach an impassable bridge that has sunk into the mud. Play the Blue Swamp Flute to make the bridge magically rise. Cross the bridge and enter the next building, keeping to the edges to avoid creatures. Leave through the door opposite the one you entered from, staying on the upper level as you go.

NOTE

Some neat miniquests await you on Paludal's Bridge, such as the Twilight Lemur and Foundry quests. For details on these miniquests, refer to pages 67-68.

TIP

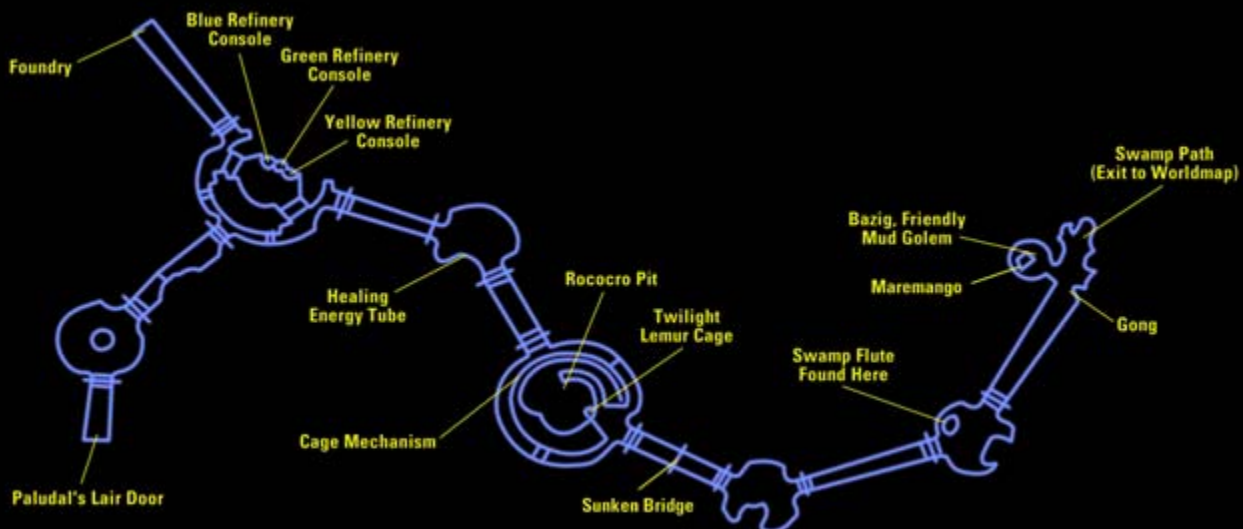


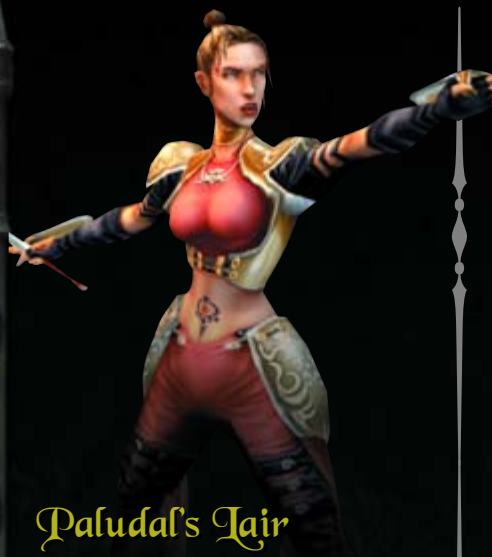
To make Paludal vulnerable to a certain types of attacks, go to the refinery in Paludal's Bridge and use the green console. Choose a weakness to give Paludal once you fight him in his lair. A good strategy is to pick "Spells" and then have Maia or Yago cast magic against him.



Cross the next bridge and enter the following building. Here lies strange Unseen technology, similar to what Maia saw in the Adytum of the Unseen. In the room, head left and exit through the door. Cross this bridge and enter the next room. Prepare to fight Paludal.

Paludal's Bridge





Paludal's Lair



Your party enters a wide room filled with living mud. You hope it's safe, but as you wade into the sticky substance, you realize something else is moving underneath the mud. Alarmed, you prepare to fight.

Defeating Paludal



Defeating Paludal will not be easy. He rises out of the mud, lumbers toward you, and strikes at your party. If you damage him, he melts into the mud.

Luckily, you can give Paludal a weakness before you even enter his lair. In the refinery on Paludal's Bridge, press the green console and choose a weakness for him. For example, if you have strong spell-casters in your party, you may want to choose "Spells" as Paludal's weakness, and then hit him with your most powerful, damaging spells (like Explosion) during the attack. The forms Paludal takes during the battle depend upon the makeup of your current party. Before entering the lair, consider what abilities your player characters excel at, and be prepared to defend yourself against these abilities.

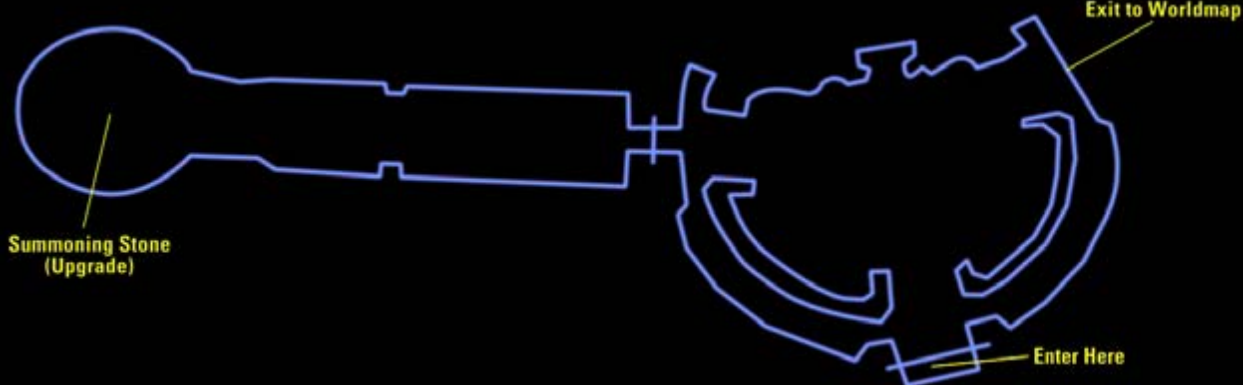


He rises again, morphing into likeness of one of your party. Be ready for this, and strike him down again when he emerges.



Strike him down in all the forms he takes on. Use Maia's Summon skills, and have the rest of the party use their special combat moves. Paludal first appears as himself, then once as three members of the party, then once again as himself. You can defeat him this last time. When you finally do defeat him, your party hurries out of the room in case he resurrects again!

Paludal's Lair





After defeating Paludal, be sure to go through the door into the adjoining hallway and room. An upgrade summoning stone awaits you there. Use it to upgrade one of your Summons. Return to Paludal's main chamber and exit through the door in that room. You're taken to the World Map. Choose the Wasteland.

The Wasteland



This Wasteland is all that survives after the terrible Tempest destroyed the magnificent Tree of Eleh. Once filled with long waving grasses, emerald green mountains, and coursing rivers, the land is now barren and dry, hostile to all life. However, the energy of Eleh is still trapped in the rocks.



The party must find and realign the first of two energy nodes. The first task is up to Sangaril, and she must scale the tower to complete it. Climb quickly, staying to the right. When crossing the spikes, climb straight up; she is quicker that way. Weave to dodge the seeking fireballs when you're not crossing spikes. When you reach the green tube at the top, click **X** to enter.



Once inside, stick to the right, using Sneak and Backstab to approach and kill the guardians. You will come to the Blue Gem console. Press **X** to make it emerge. Kill the guardian near the console. You get the Blue Gem. Place the gem in the console.

TIP

Be sure to grab the Stealth Ring near the top on the left as Sangaril climbs up the wall. You'll know you've passed over it when the hand icon appears over your head.

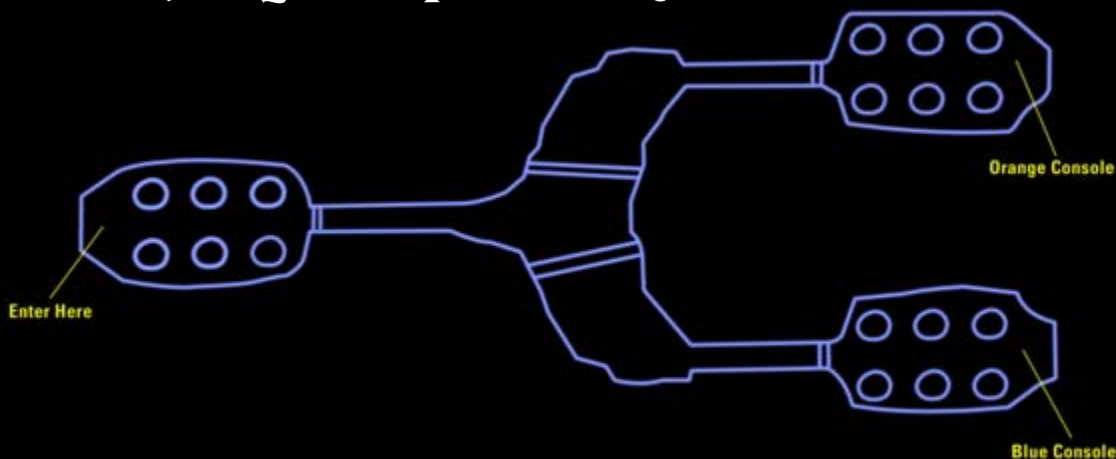


Turn around and head back, veering right into the other tunnel. Once again, use Sneak and Backstab to defeat the guardians. At the far end, open the console by pressing **X**, then kill the guardian nearest it. You get the Orange Gem. Place it in the console, and the game transitions to the Sharangir Caves.

TIP

Use Sangaril's backstab to defeat enemies here. Stealth is a much more effective method than engaging these enemies in melee combat.

Sangaril's part of the Wastelands



Sharangir Caves



These strange caves course with rivers of weak energy from the River of Light. Bizarre grubs have affixed metal exoskeletons to themselves, becoming Mecha Maggots. They feed off the rivers, as do odd glowing plants, which wave and flutter with minds of their own.

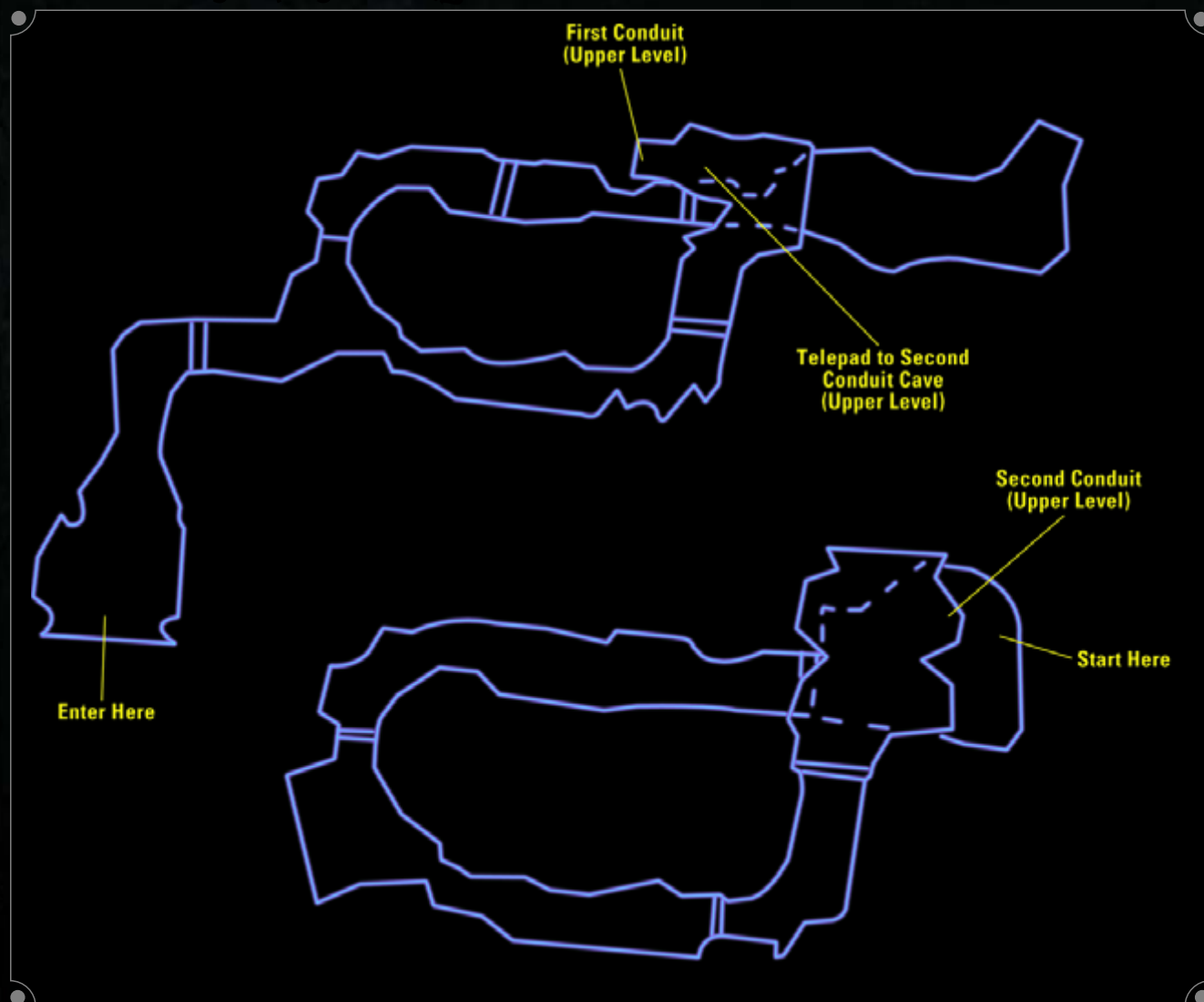


In the cave, follow the trail until you come to a fork in the path. Stay to the left. You emerge at the first node area, but you can't realign it until you kill all the Mecha Maggots in the area.



Once they are defeated, walk into the node area to begin the scene. You learn you must realign the energy by hitting the floating core. A shooting game begins. Aim the target circle by moving the Left Analog Stick, and hit the node with **■** to realign it. There is a slight delay after you press **■** before the shot is actually fired, so you'll have to anticipate the movement of the core.

The Sharangir Caves





After completing the shooting game, your party must realign the second conduit. Use the teleport behind the shooting area to leave, but first defeat all the newly arrived Mecha Maggots to get the teleporter to work.



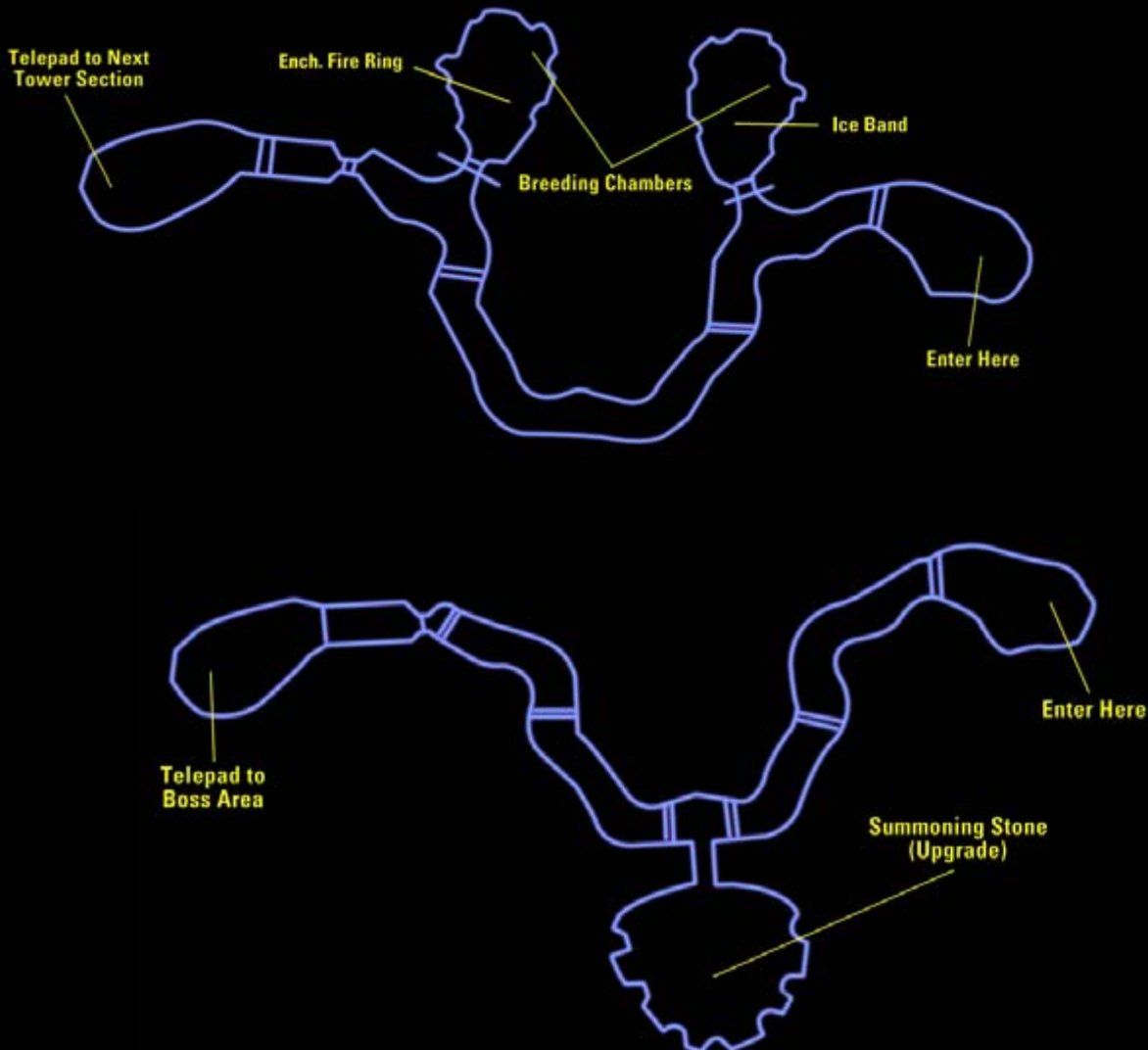
The teleporter takes you to a different part of the caverns. Run to the next conduit area and kill all the Mecha Maggots to begin the shooting game. Walk into the conduit area to start the game. After realigning this node, you are automatically taken to Sharangir Tower.

Tower of the Ancient Ones



In the Tower of the Ancient Ones, you must find Sharangir and destroy him. His tower is filled with violent minions sent to kill you.

The Tower of the Ancient Ones





Stay on the main path, and destroy all the enemies to advance the game. Use the first teleport at the far end by pressing **X**. In the next section, do the same—head down the hall from your arrival point.



Stop in the room on the left to upgrade one of your Summons. Then leave the room and turn left, continuing down the hall to the next teleport area. Once all enemies are destroyed, press **X** on the teleport to travel to the next stage. Prepare to fight Sharangir.

Defeating Sharangir



Sharangir relies on a protective force field powered by the giant eye on a stalk in the center of the room.



To lower the force field, you must do enough damage to the eye to force it to close. Once it is closed, Sharangir's protection collapses. Attack him. If the eye opens again, damage it until it closes, and continue attacking Sharangir. Destroying Sharangir allows Iari to enter the eye and assume control of the tower.



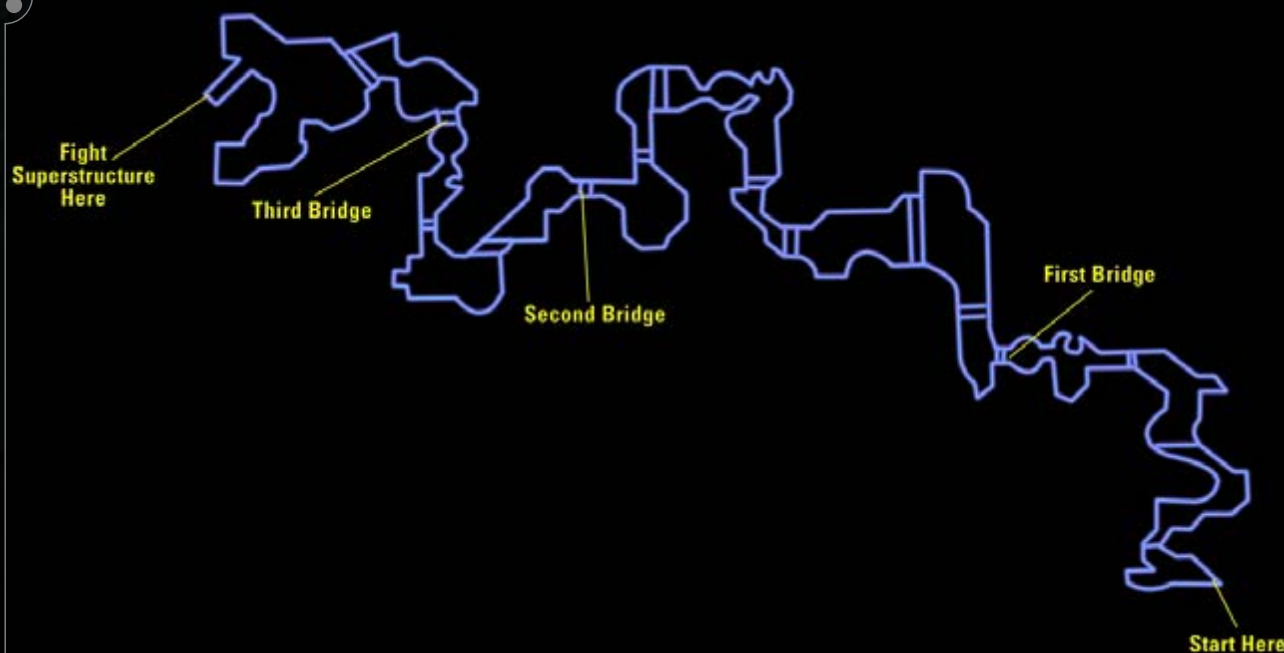
After defeating Sharangir, Iari becomes one with the tower, gaining the ability to control its movements.

Valley of Khargathalan



Your entire party now stands in the floating tower, driven by Iari. Wind through the ravine, taking out the turrets with the red and blue orbs.

The Valley of Khargathalan



TIP

Enemies in the Valley of Khargathalan have certain weaknesses. Use Ice against the Turrets and Generators, and Fire against the Tanks.

Navigating the Valley of Khargathalan



This is a difficult level, but the tower is powerful.



Enter solo mode and use [R2] to switch between the orbs and the tower. This way you can battle with the orbs, and keep the tower back, using its sniping ability to hit the turrets. Destroy one turret, and then advance to the next turret and take it out.

Move the tower ahead only when all the turrets in a particular turn of the ravine have been destroyed. That way they won't have a clear shot at the tower.



Clear a path for the tower to the first bridge. With the Tower of the Ancient Ones, approach the bridge tower and press X. This triggers Iari to release the first team into the bridge tower.

TIP

Sniping with the tower in solo mode is the preferred method of fighting.

TIP

The orbs can cast Heal. Use it often.

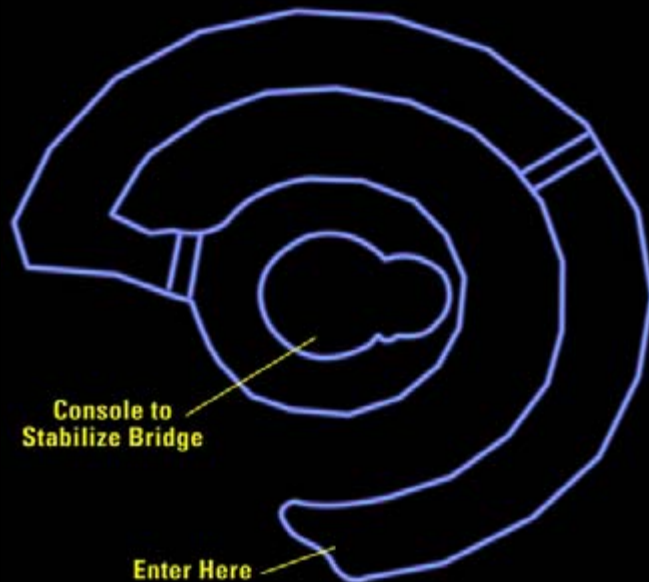


Fight up to the top room, where a console waits to stabilize the bridge. You must defeat all the guardians before you can activate the console. This is a long process; when you kill one guardian, two teleport in to take its place. Eventually, however, you can click on the console using X.

TIP

To preserve HP, use Death Ward in the bridge towers and kill the magic casters first.

Bridge Towers in the Valley of Khargathalan





As you did before, clear a path for the tower to the next bridge, and click **X** on the bridge tower. Iari sends a team into the bridge tower. Fight to the top room, and defeat all guardians so you can use the console to stabilize the bridge.



Proceed to the last bridge. Once more click on the bridge tower, and Iari deploys a team. Fight to the final bridge console, defeating all enemies, then use the console to stabilize the last bridge. Back in the Tower of the Ancient Ones, cross the bridge, defeating enemies as you go.



At the end of the valley, the superstructure emerges to wreak havoc upon the tower and orbs. Retreat the tower back to the last bridge and use the two orbs to block the path. The superstructure will try to reach the tower, ignoring the orbs. The tower can safely snipe the superstructure from this position. Once the superstructure is weakened, Iari leaves to battle Khargathalan.

TIP

Use **R2** often to switch between the orbs and tower to keep your forces in position. Use the magic abilities of the orbs.

Fortress of Khargathalan



Iari has arrived to defeat Khargathalan. He is heavily protected in a room full of energy cannons. Hiding behind rising and falling metal protective plates, he scoffs at her ability to destroy him. She will prove him wrong.

Defeating Khargathalan



While Khargathalan merely looms and leers from within his protective walls of metal, the real danger to Iari comes from the energy cannons, which deliver an almost constant stream of fire. To defeat Khargathalan, you must damage all four of his heads.



There are sweet spots right up against the pillar holding the four faces, between the laser cannons. Use First-Person Mode to stand between the cannons that can't target Iari and take shots at the faces with ease. It takes a few moments of jockeying to get where the cannons can't target Iari.



Hold **L3** to use First-Person Mode. Tap **X** to zoom in even closer. Using the right analog stick, aim the crosshairs at one of the heads. When plates protecting his head and the plates protecting you simultaneously open to give you a clear shot, hit the face with True Shot with **▲**. If you are successful, you'll see damage points float off his head. Fire True Shot at the same head until no more damage points occur (frequently the first shot suffices). Move on to the next head. Hit the head until no more damage points occur, and move on to the next.



TIP

When you cross from one plate to the next, run. The cannons can't track as quickly as Iari can run, so she will be safe.

When you have damaged all four heads, the game automatically takes you to the Dream of Eleh.

The Dream of Eleh



Maia finds herself in a dreamlike place resembling her own Palace at Halassar. Before her stands the magical Tree of Eleh, glistening as if covered in a downy blanket of snow.



Take two flights of stairs down to the bottom level. Rosalind appears, and you talk. Urath appears behind Maia. Speak with him. He tells you that Laharah can transport you back to Halassar. When you are ready, talk to the large Laharah Mask on the wall behind the Tree of Eleh to travel back to Halassar.



NOTE

Make sure to visit the secret room in the Dream of Eleh, even if you took the Khanda from it earlier. It has a valuable ring inside it. Also check the other corner on the other side of the stairs leading down; there's another chest. Finally, there is yet another behind the tree.



Act Five

Palace of Halassar:



You awake in the Palace of Halassar. You learn that Surdama Kir is gone "on pilgrimage." Go to the throne room and talk to Taurgis, where you learn that Krobelus is currently marching on Halassar. General Kosi needs your assistance at Miridan's Pass to hold off Krobelus's advancing army. Leave the palace through the front door and select Miridan's Pass on the World Map.



Miridan's Pass



General Kosi's soldiers stand at alert in various places along Miridan's Pass. Flags mark different key positions, and all soldiers are tense, awaiting further attacks from hulking, deadly monsters that have already taken a toll upon Kosi's army. The creature will be in the cave by the waterfall at the start of the fight.



Talk to General Kosi at the front gate. He tells that another monster attack is imminent, and that his soldiers will follow your orders. He recommends you talk to the Vizier.

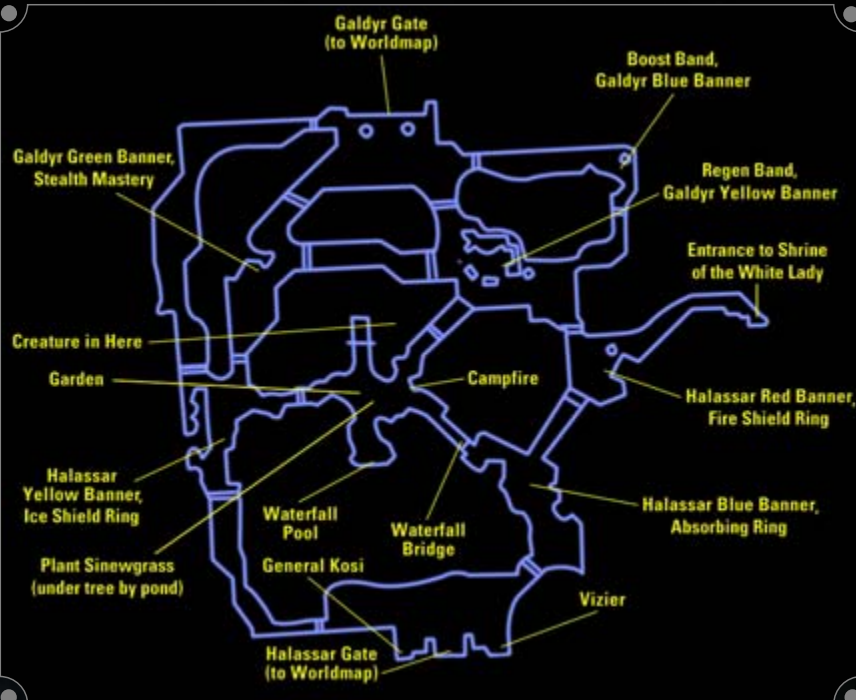


On the other side of the staircase in front of the gate stands the Vizier. She gives you a special token that allows you to speak with her from any location in Miridan's Pass. She can also teleport one character to any location in Miridan's Pass.

NOTE

Several enjoyable miniquests await you in Miridan's Pass. Depending on when you visit the Pass, different quests are available. For details on these miniquests, refer to pages 69-72.

Miridan's Pass



Travel around the pass and reposition soldiers as you please to defend different positions. You can also have them follow you. Many monsters end up at the front gate, so you may want to take a few of the soldiers back to the gate with you before the next attack. You have four options:

- Make soldiers follow you
- Send soldiers to any location in the pass
- Send soldiers to certain flags
- Tell soldiers to stand their ground



Return to the front gate. The first wave of monsters attacks. Hold them off as best you can. If one flag location gets hit hard, use the Vizier's Token to teleport there and assist. Three waves occur, between which you can move soldiers around to enact different defense strategies.

TIP

A good strategy is to position all the soldiers at Galdyr's gate and remain there to defeat each wave. Use solo mode to position the forces to block off the paths leading to flags. When the fight starts, Maia can move from one monster to the next without having to use the teleport token. This way flags can be protected, and at the end of the final wave, you get a reward for each flag that is not taken. Refer to the map to see which reward goes with which flag.



After you fend off the third wave, General Kosi declares victory, and you are taken to the World Map. Select Tamirath Citadel.

Tamirath Citadel

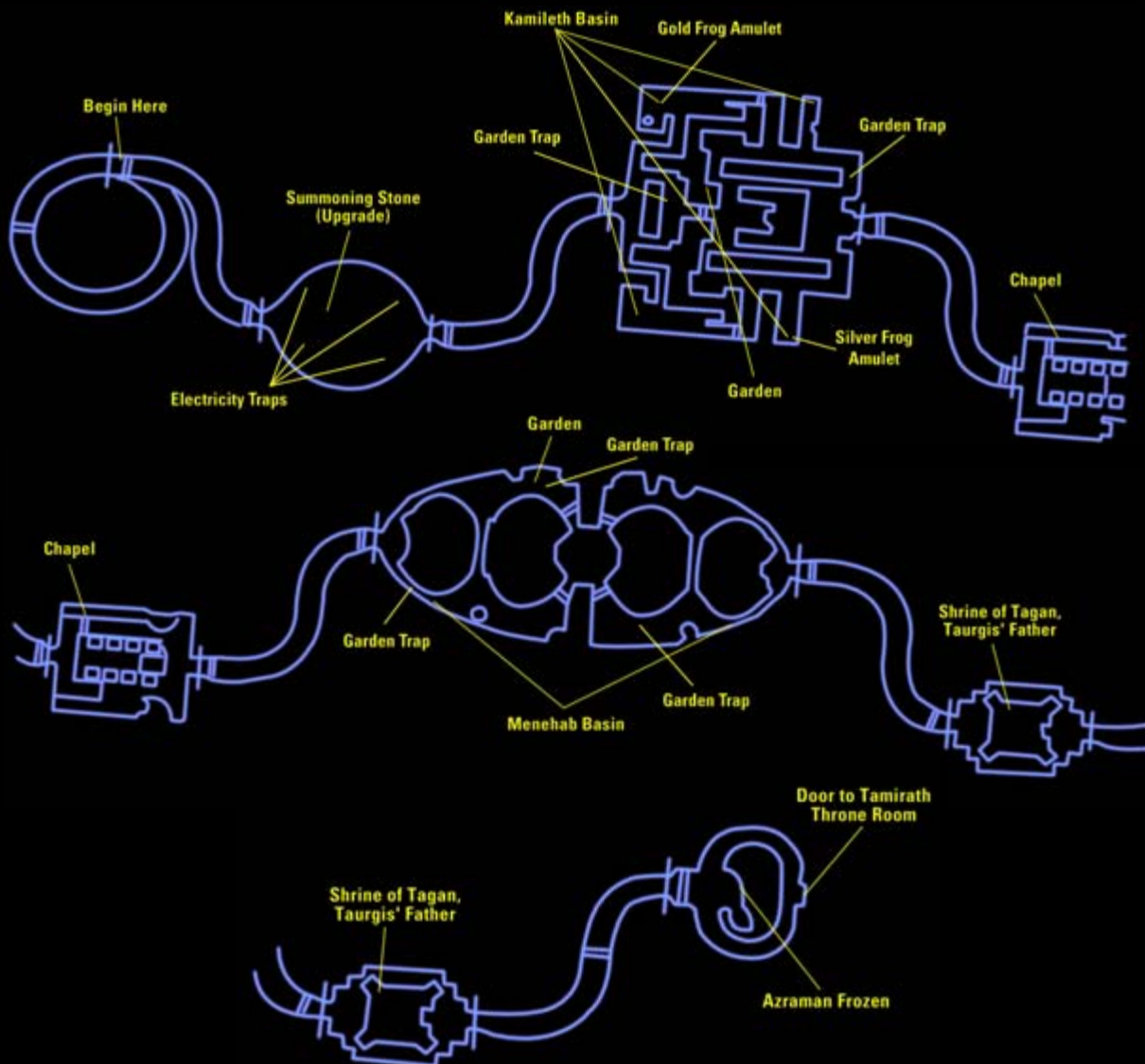


You are now inside Tamirath Citadel, a place now filled with monsters and dangerous traps embedded in the floor. Krobelus has seized Tamirath Citadel, and somewhere Azraman lies imprisoned. Find him and ensure his safety!

TIP

At the next summoning stone, upgrade a Summon. Later in this level, you will confront the boss Imarbeth; he is difficult to defeat, and a stronger Blood Summon will be helpful, indeed.

Tamirath Citadel





Run quickly up the hallway, dodging enemies until you reach the summoning stone. Upgrade one of your Summons. Continue forward and enter the garden.

CAUTION



Watch for circular traps in the floor, both in the Summoning Room and beyond. Some zap you, while others whip you with snaking tentacles!



Take the route through the center of the garden, which passes fewer monsters. Dash through the following hallways until you come to the Chapel. Here Taurgis praises a former ruler, and Maia mocks him.



Descend to the lower level, and use the door directly behind the huge statue. Here you encounter another garden. Speed through it, emerging into another hallway.



At the top of the hallway stands a shrine to Taurgis's father. Get Ilgerd's Claymore out of the treasure chest on the opposite side of the shrine, and give it to Taurgis.



Proceed, dodging and fighting monsters as you go. Don't worry if one of your party gets knocked unconscious, because the cutscene at the next locked door will revive him or her. Kill all the guards at the door and gain the Tamirath Key. Use the key to unlock the door and enter the room where Azraman is trapped in ice.



Taurgis asks you if he can stay behind and help free Azraman. If you say yes, you continue without him. If you answer no, he stays with you. If you feel strong enough without him, let him stay behind to save his brother. You face Imarbeth in the next room, so choose carefully. Go up to the top of the stairs and enter the door there.

TIP

If you let Taurgis stay behind to help his brother, you will be rewarded after you defeat the Imarbeth Demon. Taurgis returns with Azraman, who reconciles with Maia and gives Taurgis a powerful weapon, Targan's Hammer, which once belonged to their father.

Tamirath Throne Room

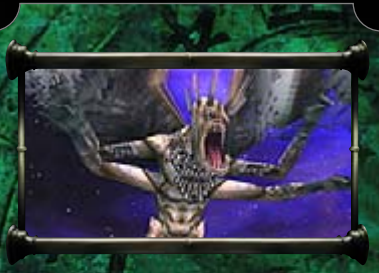


Imprisoned no longer, Imarbeth now cackles madly at the thought of the droves of victims he plans to do in. Krobilus has crowned him emperor, and he longs to kill all those who have betrayed him. In his delirium, he still mistakes Maia for his cousin, and doesn't take it kindly when she tells him he must relinquish his crown.

Defeating Imarbeth



If it seems that Imarbeth is defeated too easily, you are right. Your party strikes him down once, and then a second time. He lies dead on the floor. But light stirs around him—he ascends into the stars and is transformed into a hideous demon. Eager to destroy you, he descends to where you now stand, on a narrow ledge of the Citadel.



Take full advantage of the Summons when attacking Imarbeth. Use their special combat skills and spells. He feigns death and comes back for more attacks, so don't let your guard down if you think you've defeated him. Use the Blood and Tree Summons in the open areas to reach the boss and kill him.

CAUTION

Imarbeth loves to cast *Charmed*, which causes your party to attack each other. When switching between characters, and swinging swords and fists wildly in the heat of battle, you may not notice the infighting. Be wary of this so you don't end up killing each other!



Once Imarbeth is truly defeated, you gain a stone version of the Crown of Githiran I. Proceed to the Imperial Sepulchre to confront Krobelus. At the World Map, select Eye of the Storm.



Eye of the Storm



The Tempest has now advanced on the Imperial Sepulchre. In Eye of the Storm, Maia's team must find Krobelus and put a stop to the advancing powers of darkness. But a surprise awaits Maia—a once-trusted friend turns traitor, abandoning her after years of devotion.

NOTE

The Eye of the Storm takes place in the Imperial Sepulchre, so for a map of the area, refer to the "Imperial Sepulchre" section on page 17.



Once inside the Eye of the Storm, walk to the statue of Githiran in the center of the first room and restore his stone crown. This opens the door to the rest of the Imperial Sepulchre.



Walk to the recess in the wall to the left, and get Ilgerd's Crossbow from the treasure chest there.



Advance up the stairs to confront Surdama Kir and learn her dark motivations. The party separates, with Sangaril and Maia parting on a sad note. With Maia, Morbazan, and Neru, seek out Krobelus. Kill all the enemies after he vanishes and descend the stairs to chase him down.



Krobelus can teleport, so chase after him, striking wherever he appears. If one of the characters is away fighting minions, switch to that character with **[R2]** and bring him to the fight with Krobelus. Once he is destroyed, you cut to Sangaril and Taurgis.



With Sangaril and Taurgis, pursue Surdama Kir. She collapses a walkway, making you crash to the floor below. Quickly run back up the stairs and go through the door there. Over by the cannon, you confront her again.



She takes off on a side route around the Imperial Sepulchre. Follow her by stepping over the stone lip of the floor and onto the narrow pathway. Pursue her up and through the tunnel. She calls forth Tempest Demons to destroy you. Fight around them and strike at Surdama Kir.



In the next scene, Surdama Kir calls forth a hideous dust storm to blind you and escape. Continue to follow her. She erects a magical barrier. Equip Sangaril with the crossbow and shoot Surdama Kir through the barrier of light.

CAUTION

Sangaril and Taurgis are about to be blinded!

TIP

If Sangaril is dead, and the party has no Revive Scrolls left, use a scroll to hit Surdama Kir.



After she vanishes, run to that spot and use the teleport there. At last you catch up with Surdama Kir and finish the battle once and for all. Destroy her, and you are taken to the Celestial Sphere.

TIP

You must defeat all the Tempest Demons here before you can use the teleport to follow Surdama Kir.

The Celestial Sphere



The world is breaking apart. Here in the Celestial Sphere you must face the Tempest itself, a horrific creature sprung from darkness to devour all that is good. Maia's prophecy must be fulfilled—she must reign victorious and restore the Tree of Eleh.



The demon Rosalind appears to Yago's horror. His daughter's soul has been devoured. Deceived by Krobelus, she read from an ancient tome written in Aosi. The Tempest came forth, consuming Rosalind's soul and leaving only an evil thing behind. Destroy her.



The Tempest appears. You try to damage it, but cannot. Your weapons and skills are useless. Maia is struck down and lies dying.



Yago advises Iari to take in Maia's soul. She goes to Maia, cradling her as she dies, then decides to follow Yago's advice.



Drawing Maia's soul into her body, Iari and Maia form Mecha Maia. In this new form, they are ready to battle the Tempest. Don't bother about the two Tempest Demons who are in the room with you. Concentrate on the Tempest itself.



You cannot use Maia's Summon skills in this final battle, so you must rely on Mecha Maia's abilities. Use her special combat moves to deal more damage than the normal blows you deliver using ■. Keep moving! One blow from the Tempest does incredible damage. Watch out for Curse spells, which cause more damage. If you get hit with a Curse spell, move away until it is dispelled. Use Empower, and any Energy Supreme Scrolls you have. When you see an opening, use Energy Bolt.

Miniquests

Throughout the game, a plethora of miniquests awaits your adventuring skills. Talk to everyone you meet, explore out-of-the-way places, take in the scenery by exploring statues and other structures around you—you open a world of fascinating and amusing side adventures.

Isle of Teomura Quests

The Four Quests Involving Cases



The Ivory Case and Wyrmlord Ezelam's Key

- *At the Temple of the Archons, talk to the Chrysopomp and ask him for a mask. He gives you the Curator's Mask. Equip the Curator Mask and talk to the same Archon. He gives you an Ivory Case belonging to the two daughters of Ezelam II, Nula and Nara.*
- *On the Isle of Teomura, at the bridge spanning the waterfall outside Neru's Lair, use the Ivory Case. Choose their names and their father's name correctly to complete the quest.*

End Results

If you get none of the names right, you'll receive a clue to find a key at the base of Ezelam's statue, which stands on the beach at the start of the Isle of Teomura level. Go to the statue and press X to find the key.

If you get one of the names right, you'll receive the key clue plus 200 XP.

If you get all names right, you'll receive the key clue, 500 XP, and an Enchantress Staff.



The Iron Case and Wyrmlord Sakassan's Key

- *At the start of Sangaril's trek through the Prison of Indubal, leave the room, turn right, and climb up the slightly hidden earthen ramp. Follow the path to a locked door. Pick the lock and find the Iron Case among the piles of barrels and crates.*
- *On the Isle of Teomura, use the Iron Case on the bridge spanning the waterfall. The ghosts of Aphra and Ertha, daughters of Sakassan I appear. Pick the correct names to complete the quest.*

End Results

If you don't get any names right, you'll receive a clue to find a key at the base of Sakassan's statue. This stands directly across from the Wyrmlord of Songs statue a little way back on the path to the waterfall. Press X next to the statue to get the key.

If you get one name right, you'll get the key clue and 200 XP.

If you get all the names right, you'll get the key clue, 500 XP, and two Teomuran Daggers.



The Wooden Case and Wyrmlord Dukhan's Key

- *In the Ruins of Hopiris, defeat Xaaset to get the Wooden Case.*
- *On the Isle of Teomura, use the Wooden Case on the bridge that spans the waterfall. The ghost of Mioka, daughter of Dukhan IV appears. Get their names right to complete the quest.*

End Results

If you don't get any of the names right, you're given a clue to a key hidden at the base of Dukhan's statue. It stands at the end of the wooden bridge, across from the pirate lookout. Press X next to the statue to get the key.

If you get one of the names right, you'll get the key clue and 200 XP.

If you get both of the names right, you'll get the key clue, 500 XP, and Mioka's Crossbow.



The Gold Case and Wyrmlord Tuskad's Key

- From the entrance of Neru's Lair, head left until you reach a path that descends down into a cave-like room strewn with bones. Enter the wooden door directly across the room and make a sharp left inside the door. Open the chest there to get the Gold Case.
- On the Isle of Teomura, stand on the bridge spanning the waterfall and use the Gold Case. The ghost of Dusilla, daughter of Tuskad III, appears. Choose her name and her father's name correctly to complete the quest.

End Results

If you get none of the names right, you'll receive a clue about a key at the base of Tuskad's statue. To find the statue, go to the summoning stone on the Isle of Teomura, and head up the stairs to the left of the stone. At the top of the stairs, turn left and head up the mountain path. Tuskad's statue stands on the left before the beacon. Press **X** near the statue to receive the key.

If you get one of the names right, you'll receive the key clue and 200 XP.

If you get both names right, you'll get the key clue, 500 XP, and a Teomuran Lute.

The Wyrmlord Quests



Wyrmlord Tuskad

- At the Sharangir Tower, defeat Sharangir to gain the Chrysompomp Mask.
- At the Temple of the Archons, don the Chrysompomp Mask and talk to the NPC wearing the same color mask west of where Taurgis once stood captive. You get the Wyrmlord Claw.

- On the Isle of Teomura, use the Wyrmlord Claw at the Wyrmlord of Vengeance statue. To reach this statue, go to the summoning stone area, and take the rightmost exit. Go up the stairs, past the Tree Monsters, and climb the hill to the large open area full of Tree Monsters. The statue on the right is the Wyrmlord of Vengeance.

Go up the stairs, past the Tree Monsters, and climb the hill to the large open area full of Tree Monsters. The statue on the right is the Wyrmlord of Vengeance.



End Results

If you choose "I fight from afar," you'll gain Ilgerd's Crossbow and 50 XP.

If you choose "I fight with tooth and claw," you'll gain a Dagger of Pain and 50 XP.

Wyrmlord of Songs

- In the Munari City Arena, complete the Munari bartender Glandri's Quest (see the "Munari City Quests" section), and she gives you the Wyrmlord's Tongue.
- At the Isle of Teomura, use the Wyrmlord's Tongue at the Wyrmlord of Songs statue. This statue stands at the bottom of the hill from the healing pool, along the path to Neru's Lair.

End Results

If you choose "Song of War," you'll receive a Song of War plus 50 XP. Bring the Song of War to the musician Faelin in the Palace of Halassar, and you will receive the Glimmering Sword.

If you choose "Song of Love," you'll receive a Song of Love plus 50 XP. Bring the Song of Love to the musician Faelin in the Palace of Halassar, and you will receive the Heal Ring.



Wyrmlord of Vigilance

- On the Isle of Teomura, search the crates and barrels behind the ramp leading up to the pirate lookout. You find the Wyrmlord's Eye.
- At the Wyrmlord of Vigilance statue, use the Wyrmlord's Eye. To find the statue, go to the summoning stone area, and go right. Go up the stairs past the Tree Monsters, sticking to the left wall of the large open area, and take the leftmost route. Pass the fire trap and climb the hill to a group of buildings. The Wyrmlord of Vigilance statue is the first one on the right.

End Results

Select "Spells" to gain Magic Defense +5 and 50 XP. Choose "Swords," to gain Defense +5 and 50 XP.



Wyrmlord of Wisdom

- In the Munari City Harbor District, talk to Mas Raldo to acquire the Wyrmlord's Egg.
- On the Isle of Teomura, use the Wyrmlord's Egg at the Wyrmlord of Wisdom statue. To reach this statue, go to the summoning stone area. Go right, climb the stairs past the Tree Monsters, and ascend the hill to the large open area full of Tree Monsters. On the left is the Wyrmlord of Wisdom statue.

End Results

Choose "I desire power," and your maximum AP increases by 20 and you gain 50 XP. Choose "I desire insight," and your intelligence increases by five, and you gain 50 XP.



Wyrms Tooth

- Complete the Tree Ghost Monkey Quest (see the "Munari City Quests" section). The monkeys leave the Wyrms Tooth when they depart.
- At the Isle of Teomura, use the Wyrms Tooth at the Wyrms of Luck statue. To reach this statue, start from the summoning stone area. Go right, and climb the stairs past the Tree Monsters, skirt the large open area with Tree Monsters, sticking to the left, and take the leftmost route out. Pass the fire trap and ascend the hill to the group of buildings. The Wyrms of Wisdom statue stands on the right.

End Results

You gain one skill point and 50 XP.



Captain Heoma

- On the Isle of Teomura, light the beacon with either the Flaming Cutlass or a Fire Spell

- On your next visit to the Munari City Harbor, you will find Captain Heoma standing by the smuggled crates. Talk to him, and he will tell you he left a gift in the mouth of the statue next to the beacon

- Return to the Isle of Teomura and look in the statue's mouth next to the beacon.

End Results

Captain Heoma leaves 3,000 gold in the statue's mouth for you.

Palace of Halassar Quests

Advisor Quests

Advisor Quests all work in a similar way. Find the different advisors in the Palace of Halassar, and listen to each one's dilemma. Then donate money to their causes. Each time you visit the Palace of Halassar (completely exit the level and return later in a different stage of the game), you can visit them again and donate further money. Eventually each advisor will reward you with a gift, and you gain XP, as well. The stages in which you can visit Halassar and progress in the miniquests are as follows.

Visit 1: Your first visit to Halassar

Visit 2: The visit just after the Imperial Sepulchre Level

Visit 3: This is an optional visit, undertaken between the Prison of Indubal and the Adytum of the Unseen

Visit 4: This is another optional visit, undertaken between the Adytum of the Unseen and the Eleh Caverns

Visit 5: Any visit which occurs after your return from the Realm of Twilight



Advisor	Location	Gift
Dama Vas	Advisor Room	Necklace of Weal
Dama Elana	Advisor Room	Staff of Faith
General Kosi	Advisor Room	Invincible Shield
Grand Seneschal	Balcony	Prophet Boots
Dama Chiru	Balcony	Savior Ring
Provost Yakanat	Advisor Room (after talking to him in Ruins of Hopiris)	Blade of Wisdom

Dama Vas and Dama Elana Quests

- In the Palace of Halassar, go to the room of advisors. Dama Vas and Dama Elana are both in this room.
- Donate money to each Dama for her individual cause.
- Return to the Palace of Halassar and do this two more times.

End Results

The next time you return to the palace, Dama Elana gives you a Staff of Faith, and Dama Vas gives you the Necklace of Weal.

General Kosi Quest

- After beating the Imperial Sepulchre level, return to the Palace of Halassar, and go to the room of advisors. General Kosi waits there. Talk to him.
- Donate money for his cause.
- Repeat this two more times.

End Results

General Kosi rewards you with an Invincible Shield.



Grand Seneschal and Dama Chiru Quests

- At the Palace of Halassar, talk to the advisors, Dama Chiru and Grand Seneschal, standing out on the balcony.
- Donate money to their causes.
- Do this on two more visits.

End Results

Dama Chiru gives you the Savior Ring. Grand Seneschal gives you Prophet Boots.

Provost Yakamat Quest



- At the Ruins of Hopiris, talk to Yakamat. Encourage him to join Halassar as the new provost.
- Afterward, return to the Palace at Halassar. In the room of advisors, talk to him again, and donate money to his cause.
- Do this on two more visits.

End Results

On the fourth visit, he gives you the Blade of Wisdom.

Petition Quests



Petition Quests are worked out in the throne room at the Palace at Halassar. Go there and talk to Dama Heras. Tell her that you will listen to petitions now.

The Statue

- Elder Kubel wants to know what to call the statue built in your honor. Choose "Maia, the Child of Prophecy," or "Maia, the Warrior Queen."

End Results If You Chose "Maia, the Child of Prophecy"

Over your next several visits to the Palace of Halassar, if you chose "Maia, the Child of Prophecy," Kubel informs you that the statue is roaming around, causing trouble. You can choose three solutions: "Send an army to destroy the statue," "Send sorcerers to undo the magic," or "Arrest the magician responsible." If you sent an army, you'll acquire the Song of Dance on your next visit to Halassar. If you sent mages, you'll get Ibarnini's Ice Ring.

If you arrested the mage, you'll earn 100 XP and have yet another choice to make. Will you allow the mage to stay, or will you banish him? If you banish him, the story ends there. If you let him back in, you'll gain 100 XP and earn a Song of Thanks the next time you visit Halassar and listen to petitions.

End Results If You Chose "Maia, the Warrior Queen"

If you chose "Maia, the Warrior Queen," over the next several visits to the Palace, you'll learn that the statue has come to life. You can do one of three things: send in an army, send in mages, or arrest the mage responsible.

If you sent an army, the next time you visit the throne room, you'll gain a number of XP equal to the gold spent on the warrior. If you sent mages, you'll gain the Alomdir Necklace and Ibarnini's Ice Ring. If you arrested the mage, you'll gain 100 XP and the Song of Worship.

The Explorer

- Admiral Zoradin gives you a Golden Censer and asks for money to fund a return trip. Give him 0, 300, 500, or 700 gold. Choosing 0 ends the quest here.

End Results

The fifth time you return to the throne room, Zoradin gives you treasure in relation to how much you gave him. If you gave him 300 gold, you'll get a Golden Chalice.

If you gave him 500 gold, you learn he is embezzling. You get the Leviathan Cuirass and some gold.

If you gave him 700 gold, You'll receive a Golden Idol.

Nammu Messenger Quest

- The Nammu Messenger asks to bury his dead duke in the Imperial Sepulchre. You can agree, say no, or ask for a tribute.

End Results

If you said yes, the next time you hear petitions, he gives you a Nammu Great Sword.

If you said no, his daughter is later caught there trying to bury the duke. You can either hold her for ransom for 100 gold, or release her. If you let her go, you get more gold from the family than if you ransom her.

If you charged a tribute, a soldier returns and tells you that artifacts were plundered from the tomb. If you send out an army, you'll gain Githiran's Necklace. If you send out a thief, you gain Githiran's Ring, a Nammu Scepter, and XP equal to amount you paid the thief.

The Lord of Haradi

- The villager pleads with you for help because his ruler is a terrible tyrant. Either summon the lord to the palace or send soldiers to their town.

End Results

If you summoned the lord, the next time you hear petitions, you must decide to either send an inquisitor or throw the lord in prison. If you send the inquisitor, you'll earn a Haradi Sword, Haradi Battle Axe, and a Haradi Crossbow during subsequent visits to hear petitions. If you throw him in jail, you'll get a Bejeweled Goblet during subsequent visits to hear petitions.

If you sent soldiers, the next time you listen to petitions, the soldiers tell you a horrible monster dwells in the lord's castle. You can either put a bounty on the monster's head or send an emissary to the castle. During subsequent visits to hear petitions, if you put up a bounty, you'll earn the Bacite Tail. If you sent an emissary, you'll get the Bacite Shaman Shaft during subsequent visits to hear petitions.

Faelin, the Court Musician



Throughout the game, you will find Songs, which you can give to Faelin for different rewards. He stands out in the courtyard, playing music next to the little waterfall.

Song Quests

Song	Location	Reward
Meditation Song	Abos after freeing him from the Prison of Indubal	Focus Ring
Dream Song	Green Tribunal NPC while wearing the Green Vandal Mask in the Temple of Archons Mask	Opens door to upgrade Summoning Stone
Mourning Song	Medevan Cairns in the Eleh Caverns	C: Necro Ring
Song of War	Wyrn of Songs miniquest	Glimmering Sword
Song of Love	Wyrn of Songs miniquest	Heal Ring
Song of Vengeance	Gadjama's Bodril miniquest	Sword Ring
Song of Adventure	Halassar Library	Strength Chain
Song of Dancing	Statue Petition	Nimble Attack Ring
Song of Worship	Statue Petition	Stamina Amulet
Song of Thanks	Statue Petition	Elemental Ring

Prison of Indubal Quests



Abos's Quest

- Go to the philosopher Abos's cell and talk to him. In the dinner room, kill the guards who hold his cell key and free Abos. He gives you his prison journals and asks you to pass them on to Baru in Munari City.
- In the Munari City Market District, find Baru and give him the journals. He is near Kurbim, the Tree Ghost Monkey smuggler.

End Results

You gain XP when you give the journals to Baru.

At the Palace of Halassar, listen to petitions. Abos has been freed from prison, and he gives you the Meditation Song.

Bring the Meditation song to the musician Faelin in the courtyard at the Palace of Halassar. He gives you the Focus Ring.



Ptas's Quest

- Talk to Ptas through his cell door. Kill the guard who holds his key and free Ptas.

End Results

Kill Ptas to earn the Ptas Sword.



Spirit Vellum

- Enter the room of cells on the left after emerging from Imarbeth's room. Talk to the prisoner in the first cell on the left. He tells you he can make monsters and equipment out of Spirit Vellum.
- Three sheets of vellum exist: Gribu gives you one after you rescue him; you get one from the Blue Archon in the Temple of the Archons mask miniquest; one lies at the Bibliopolis.

End Results

For the first two sheets the prisoner folds for you, you can choose between a Vellum Cuirass, a Vellum Sword, or a Vellum Necklace. After you give him the last sheet, an Island Ghost appears and attacks you.



Crown of Isaris

- Talk to the false Queen of Halassar through her cell bars. She drops the Crown of Isaris, which you pick up.
- In the Eleh Caverns, take the crown to the edge of the bottomless chasm. Drop it in.

End Results

You gain 2,000 XP when you dispose of the crown.

Munari City Quests



Smuggler Hanebi Quest

- In the Munari City Harbor District, talk to Mas Raldo and then go to the Market District. Turn right and follow the path and turn right again. Where Captain Heoma is standing (if you lit the beacon on the Isle of Teomura), examine the loot there. Talk to Captain Heoma to learn of a gift waiting for you in the open mouth of the statue near the beacon.
- In the House of Azure in the Arena district, talk to Hanebi, who sits in the far left corner as you enter. He pays taxes on the loot, but doesn't stop smuggling.
- At the Palace of Halassar, listen to petitions. You learn that Hanebi has been arrested for smuggling and stripped of his rank.
- Visit Dama Vas after Hanebi's sentencing.

End Results

Dama Vas gives you extra gold for the impounded cargo



Mugolo's Magic Shop

- In the Market District, you will find that the Magic Shop is closed. Mugolo, standing outside, offers a deal to become his partner.
- Go to Mas Ubrai's house and talk to him about the license for the shop. Search the chest to the right of his door as you enter to get the Ubrai Ledger.
- At the Grotto of Hopir, read the Namul Obelisk. You learn that the Ubrai's ancestry is tied to the Hopiris.
- Speak to Mas Ubrai and get the Shop License.
- Give the Shop License to Mugolo.
- Sell your items here; your partner gives you a better price.

End Results

You earn gold from the Magic Shop in ratio to all the XP earned anywhere in the game save the Arena.



Gadjama's Bodril

- In House Soleil, you meet Gadjama, who asks for 1,000 gold in exchange for his bodril.
- Return to Gadjama. Either let him pay you back, thus ending the quest, or offer to buy the bodril from him.

End Results

If you want to buy the bodril, Gadjama offers it for 4,000. Don't buy the instrument. Instead, take it to the musician Faelin in the courtyard at the Palace of Halassar. He discovers the Song of Vengeance. Give him the Song of Vengeance, and you will receive a Sword Ring.



Lonni

- In the Market District near the Shrine of Ice, talk to Lonni, who tells you she needs to find a new god.
- In the Arena District, talk to the bartender Glandri in House Azure to learn that she used to be a god.
- Return to Lonni in the Market District.
- At the House of Azure, run into Lonni again. She gives you the Wyrm's Tongue.
- On a subsequent visit to the Munari City, go back to the Ice God's shrine in the Market District, where you can talk to one of the Godless Sisters. She tells you Glandri must die.
- In the House of Azure, warn Glandri.

End Results

If you warn Glandri, she rewards you with a Fire Circle scroll.



Osoke the Guinea Pig Quest

- In the University District, climb the ramp toward the tunnel leading to the Arena District, and turn right. Outside the Munari Laboratory, you find Osoke belching up slugs.

- To heal Osoke, acquire five vials of experimental agents. Get one from Mas Zalur, one in the House Soleil, one in the Munari Laboratory, one in the Ruins of Hopiris Poison Laboratory, and one in the Bibliopolis.

End Results

You gain XP each time you give a vial to Osoke.

If you give him all five vials, you gain the Moto Code for the laboratory equipment and an Icicle Major scroll.



Tangul of Galdyr and the Irabani Stone

- In the House of Azure in the Arena District, use Taurgis to speak to Lord Tangul behind the bar. He is faced with a tough decision: usurp his brother Azraman, or refuse to oppose him.
- He must either spend 5,000 gold, or not accept the deal. If you don't accept the deal, the quest ends here. If you do, the next time you come back to the House of Azure, a bounty hunter named Paluji informs you that Lord Tangul stole the cash and disappeared.
- Pay 5,000 to catch Tangul or the quest is over.
- If you pay the gold, the next time you visit the House of Azure, Paluji is nowhere to be found. Another bounty hunter, an honest one, informs you that Paluji was a con man and swindled them, and that he and Tangul are currently doing time together in Indubal for swindling.

- At the Prison of Indubal, confront Tangul and Paluji. They await in hanging cages on level with all the hanging cages (the part Maia had to run through to free Krobilus earlier). They reveal the location of the Irabani Stone—at the base of Ramibrus V's statue on the Isle of Teomura.

- At the Isle of Teomura, walk up the path toward the beacon. Ramibrus V's statue is the second one on the left.

End Results

Press X next to the statue to gain the Irabani Stone, which is worth 25,000 to 37,500 gold, depending on where you sell it.



Lord Erho

- In Munari City, talk to Mas Raldo, then descend the ramps to the dock. Talk to Lord Vellis, who stands at the edge on the left. He tells you he's searching for the remains of his kinsman, Lord Erho of Morhaav. If Krobilus is with you, Lord Vellis gives you Vellis's Sword.
- In the Adytum of the Unseen, go to the resurrection chamber room. Open the purple chamber and free Lord Erho.
- Back in Munari City, talk to Lord Vellis.

End Results

You earn 200 XP when you tell Lord Vellis that his kinsman is alive and free.



Tree Ghost Monkey Quest

- In the Harbor District, talk to Mas Raldo, then travel to the Market District. Go up the ramp and head right. Talk to Kurbim, who stands across from Baru in the pathway. He tells you he's lost four Ghost Tree Monkeys and gives you The Ghost Monkey Trap. The monkeys, he explains, make a certain sound and vibration, but are invisible.
- Go through the tunnel leading to the transport pod that takes you to the Arena District. While in the tunnel, stick to the left wall until you come to the third bench. Equip the trap, and when you hear the monkey sound and feel the vibration, use the trap to catch the first monkey.
- Go back toward the Harbor District, but turn right before the tunnel and go down another ramp. Between the stands of Beema and Kunle, search near the wall. When you hear the nearby monkey and feel the vibration, equip the trap and use it to catch the second monkey.
- Take the tunnel through to the Harbor District. Take the first two ramps, then turn left and go up to the shrine. Search along the shrine's wall until you detect another monkey. Trap it.
- Enter Mas Raldo's house and turn right, moving past his table, along his bed, to his nightstand. Trap the last monkey here.
- Go back to Kurbim and lecture him about trapping illegal pets, saying that you will release them into the wild.
- To set them free, go to Miridan's Pass and walk to the sloping bridge that vibrates. Equip and use the Tree Ghost Monkey Trap there, and the monkeys burst free.

End Results

Each monkey you catch earns you 20 XP. Confronting Kurbim earns you 400 XP. Monkeys you set free leave behind the Wyrms Tooth (see the Isle of Teomura miniquests), and you get 900 XP.

Ethereal Experiments



Mas Zalur's Laboratory in the University District of Munari City has some very interesting experiments inside. To get inside the locked Laboratory, Sangaril must pick the lock of the safe in Mas Zalur's house. The safe stands against the wall to the left as you enter his house. Inside the safe you will find the Laboratory Key. Use it to get inside.

Inside wait five experiments. To turn them on, you must have their corresponding codes, which are scattered throughout the game.

You must turn on the Ethereal Stabilizer first, but then you can activate the other experiments in any order. You receive rewards for every experiment you activate. Below are the locations of the codes.

You can activate the experiments without the code items—if you know the code.

Code Locations

Code	Location
Ethereal Stabilizer	Received from Jabari in House Soliel
Ethereal Buoyancy	Found in crates inside Mas Zalur's Laboratory
Ethereal Condenser	Found in Bibliopolis of Lost Tomes
Wave Study	Found in Mas Zalur's scroll stand
Moto Perpetua	Received from the Osoke the Guinea Pig miniquest

Shrine Quests



Ubenna Goddess of Lightning

- This shrine stands near Mas Ubrai's house.

- Offer a Lightning Shard. Catch one in the Lightning Canister found in Mas Zalur's safe. Use it in a lightning trap, such as the one on Isle of Teomura.

End Results

You can then use the spear to plant the Ubenna Bolt seeds on the Isle of Teomura for the Ruins of Hopiris Elixir miniquest.



Amasido, God of Floods Quest

- This shrine stands on the lower-level section of the Harbor District next to the water.
- You must offer an Ohmedilosi. Find it by giving the Atlas of Lost Worlds (found in the Bibliopolis of Lost Tomes) to the King of Talas in the Ruins of Hopiris.

End Results

You gain +20 stamina.



Kamuzu, God of Walls Quest

- Find this shrine on the upper promenade of the Harbor District next to a pile of boxes.
- You must offer a Hopirian Cannon Shell. It can be found when you first enter the Ruins of Hopiris Level, on the far left wall. Look at the wall to find it.

End Results

You earn +20 defense.



Jiseka, Goddess of Whirlpools Quest

- Find this shrine on the lower promenade of the Market District, near the Armor Shop.
- You must offer a Tiny Aquarium. Find it during the Temple of the Archons mask miniquests by using the Green Vandal mask from the Wyrmlord's treasure and talking to the Green Chrysomp in the Temple of the Archons.

End Results

You gain +20 strength.



Ramuli, God of Silence Quest

- This shrine is located by the laboratory in the Arena District.
- You must offer a Thought Collector, which you acquire during the Temple of the Archons mask miniquests. While wearing the Purple Archon mask found in the Resurrection Room of the Adytum of the Unseen Part One, talk to the Purple Curator in the Temple of the Archons.

End Results

You gain +20 intelligence.



Ilgerd, God of Ice Quest

- Find this shrine on the lower walkway of the Market District, up from the Magic Shop.
- Offer the Tusk Wolf Pelt you get in the Eleh Caverns when you defeat the alpha wolf there.

End Results

You gain +40 resist cold.



Libulhe, Goddess of Sun Quest

- Find this shrine in the Gambling District near the iris door leading to the Adytum of the Unseen.
- Offer this god a Perfect Orange, which is given to you by the merchant Engado in the Market District.

End Results

You gain +40 resist fire.



Ifano, God of Waterspout Quest

- This shrine is the one closest the platform where you catch the transport pod.
- Offer the Magical Dictionary found in the Bibliopolis.

End Results

You earn +20 magic.



Sekkaf, God of Darkness Quest

- This shrine is found to the left of the iris door that leads to the World map, just across from Mas Zalur's place.
- Offer the Hood of Insight. Find it in Imarbeth's room in the Prison of Indubal.

End Results

You gain +20 magic defense.

Mas Ora's Arena Quests

Mas Ora's four gladiators each have quests of their own.



Marlak's Quest

- Talk to Marlak and he tells you he used to hunt for arrowheads in the Ruins of Hopiris, but is too afraid to go there anymore.
- Accompanied by Sangaril, bring him arrowheads from the Ruins of Hopiris, found between the legs of the giant archer statue on the boat landing.

End Results

Marlak adds +2 to Sangaril's bow skill.



Varaeth's Quest

- Talk to Varaeth, and she tells you she is looking for a student and will teach Maia.
- After her lesson, go to the Ruins of Hopiris. Take the boat further downriver to the Grotto of Hopiris. When you stop to rest by the campfire, you will meet Siran, one of the men around the fire. Talk to him to learn he needs a teacher.

End Results

Taking Varaeth's lesson grants Maia 2 Skill Points in swordsmanship. Telling Siran about Varaeth gets you a Strength Chain. When Siran and Varaeth are united, the party gains XP.



Pava's Quest

- Talk to Pava, who tells Maia she should talk to a mercenary named Hawkwood.
- Find Hawkwood in the Harbor District, at the top of the ramp leading to Amasido's shrine. He offers his services. His offer is good until the party leaves for Twilight.

End Results

If you pay 7,000 gold and accept Hawkwood's services, his mercenary company will help General Kosi at Miridan's Pass. Speaking to Kosi before Miridan's Pass grants the player XP.



Areon's Quest

- Talk to Areon, who says she needs 12,000 gold to pay off money to Mas Ora.
- Decide if you will help her.

End Results

If you do not assist Areon, the quest ends, though she remains there in case you change your mind. If you help her, you'll gain +2 Circle Cold skill and Aahur's Blue Dust (a powerful enhancer also used in the Ruins of Hopiris Elixir miniquest). To get the Cold Skill bonus, you must talk to her with someone who has the Circle: Cold skill, such as Yago, Morbazan, or Krobelus.

Adytum of the Unseen Quests



Gribo's Quest

- Release Gribo from the red chamber in the resurrection room.
- Back at the Arena in Munari City, talk to Gribo again.

End Results

Take this Spirit Vellum to the Spirit Vellum Folder in the Prison of Indubal, and ask him to make you items from it.



Onatus's Quest

- Free Onatus from the blue chamber in the resurrection room.
- He reveals that he stole the Book of the Prophets for Mas Ubrai, but that Neru killed him.
- Back in the Market District of Munari City, confront Mas Ubrai, who tells you to see Mas Raldo.
- Visit Mas Raldo, and he redirects you to the critical path story.

Temple of the Archons Quests

Mask Quests



A number of Mask Quests await the player. Donning different masks and talking to different NPCs in the Temple of the Archons yield a variety of information and items. For Mask Quests, don the same color mask as the NPC to whom you are speaking.

TIP

Many times the items you receive in the Mask Quests are vital for completing other miniquests.

NOTE

The details for the Mask Quests are not entered in the Quest Journal, so you may want to jot down notes. If you forget, you can always talk to the different Archons again.

White Tribunal Mask

Get this mask by talking to the Advocate behind the telepad.

WHO TO TALK TO IN IT	WHERE	REWARD
WHITE CHRYSOPOMP	IN ROOM TO THE RIGHT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	ENERGY GAUNTLETS, 100 XP
WHITE VANDAL	NEXT TO TAURGIS	FIRE RING, 100 XP

Orange Curator Mask

Buy this mask from the vendor Chrysopomp in the Temple of the Archons.

WHO TO TALK TO IN IT	WHERE	REWARD
ORANGE CURATOR	NEXT TO TAURGIS	IVORY CASE, 100 XP
ORANGE VANDAL	IN ROOM TO THE RIGHT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	MAGIC CIRCLE 3, 100 XP

Red Mask

The Perduellion members give you this mask after you defeat The Tribunal, so that you can enter Ushandal's Lair.

WHO TO TALK TO IN IT	WHERE	REWARD
RED ARCHON	NEXT TO TEMPLE OF THE ARCHONS TELEPAD	MOLD: CROSSBOW, 100 XP
RED CURATOR	IN ROOM TO THE RIGHT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	YELLOW AMULET, 100 XP

Mask of the Perduellion

The Perduellion give you this mask when you first arrive at the Wheel.

WHO TO TALK TO IN IT	WHERE	REWARD
BLUE TRIBUNAL	IN ROOM TO THE RIGHT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	FIRE GAUNTLETS, 100 XP
BLUE ARCHON	IN ROOM TO THE RIGHT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	SPIRIT VELLUM, 100 XP

Yellow Chrysopomp Mask

When you defeat Sharangir in the Tower of the Ancient Ones, you receive this mask.

WHO TO TALK TO IN IT	WHERE	REWARD
YELLOW CURATOR	IN ROOM TO THE RIGHT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	WYRM'S CLAW, 100 XP
YELLOW ARCHON	NEXT TO TAURGIS	ICE GAUNTLETS

Purple Archon Mask

Find this mask in the resurrection room in Adytum of the Unseen, Part One.

WHO TO TALK TO IN IT	WHERE	REWARD
PURPLE CURATOR	NEXT TO TEMPLE OF THE ARCHONS TELEPAD	THOUGHT COLLECTOR, 100 XP
PURPLE CHRYSOPOMP	IN ROOM TO THE LEFT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	DRAWING OF THREE WOMEN, 100 XP

Green Vandal Mask

After finding all four Wyrmlord keys (see the "Isle of Teomura Quests" section), unlock the secret room in Prince Neru's Lair. Inside you'll find the Green Vandal Mask.

WHO TO TALK TO IN IT	WHERE	REWARD
GREEN CHRYSOPOMP	NEXT TO TEMPLE OF THE ARCHONS TELEPAD	TINY AQUARIUM, 100 XP
GREEN TRIBUNAL	IN ROOM TO THE LEFT OF TAURGIS'S ROOM (WHEN ENTERING FROM TELEPAD)	DREAM SONG, 100 XP

Paludal's Bridge Quests



NOTE

You can only do either the Lemur's Quest or the Rococro's Quest, and cannot do both.

Feed the Lemurs Quest

- Enter the building past the sunken bridge.
- Take the ramp to the lower level.
- Lower the bars and kill the Rococros in the pen.
- Travel two buildings past the Rococro Pen room and activate the yellow button in the refinery.
- Return to the room with the Rococro Pen and feed the Lemurs the Maremango from Bazig's Room.
- Go to the top of the ramp, and using the controls there, raise the cage.

End Results

The Lemurs leave you Mold: Hammer. Use this mold in the Foundry Quests in Paludal's Bridge.

TIP

Be sure to feed the Lemurs, or they won't leave you anything, either.





Feeding the Rococros Quest

- In the building after the submerged bridge, go to the lower level.
- Leave the bars up, and don't pester the Rococros.
- Go to the refinery, two buildings past the Rococro Pen, and activate the yellow button.
- Back at the pen, raise the cage using the controls at the top of the ramp. The Rococros eat the Lemurs.
- At the bars, play the Rocarina that was dropped by one of the guards you defeat upon entering the room. This makes the Rococros docile.
- Lower the bars and enter the cage.

End Results

After you enter the cage, the Rococros will drop a Mold: Two-Handed Sword. If you don't play the Rocarina after feeding the Rococros, they attack you if you enter the cage.



Foundry Quests

Throughout the game, you find molds for different weaponry, and four types of mud. You can create these weapons at the foundry with these molds, using the mud to give the weapon different effects. Morbazan has the unique ability to create gems at the Foundry.

- Activate the foundry by turning on the blue console in a previous room.
- Use molds to create weapons, or Morbazan's Soul Consumption to create gems.



Creating Gems

You get "uses" Morbazan acquires through use of Soul Consumption. These nine categories each have a skill. Morbazan can spend a "use" to activate that category's skill, or make gems by spending multiple "uses" at the forge. Gems cost 10 uses per gem level. Morbazan needs to consume specific souls to create specific gems. For a list of which souls provide which Ability, refer to pg. 85.

Creating Gems at the Foundry with Morbazan

GEM COLOR	SKILL LEVEL	ABILITY	BONUSES	PENALTIES	SPECIAL ABILITIES	WARDS
WHITE	2	REDEMPTION	REGENERATE HP	STRENGTH, MAGIC DEFENSE	REGENERATE AP	POISON
GREEN	3	SOUL SEARCH	INTELLIGENCE, MAGIC, MAGIC DEFENSE	STRENGTH, DEFENSE	FAITH	SENSE
RED	4	VITALIZE	REGENERATE HP, STAMINA, DEFENSE	REGENERATE MAGIC, INTELLIGENCE, MAGIC DEFENSE	REGENERATION	STRENGTH
YELLOW	5	HASTE	SPEED	REGENERATE HP, REGENERATE AP	HASTE	TIME
BLACK	6	SOUL TRANSFER	ALL STATS	—	EMPOWER	SOUL
ORANGE	7	INFERNO	STRENGTH, MAGIC	—	FIRE SHIELD	DEATH
CYAN	8	INFERNO	DEFENSE, MAGIC DEFENSE	—	PROTECT	MAGIC
BLUE	9	URATH'S PRAYER	STAMINA	—	UNLIMITED REVIVE	DEATH
PURPLE	10	BEGUILE	STAMINA	N/A	ENERGY ABSORB	MIND

Creating Weapons

Weapon molds are found in several places throughout the game. With these molds, you can create both ranged and melee weapons. Find molds in the following places:

- **Crossbow:** Play the mask game in the Temple of the Archons
- **Sword:** Defeat Paludal in his lair
- **Two Handed Sword:** Feed the Lemurs to the Rococros on the Paludal's Bridge level
- **Axe:** Defeat Sharangir
- **Hammer:** Free the Lemurs at Paludal's Bridge
- **Staff:** Defeat Imarbeth at the Tamirath Citadel

You must also use Mud in the creation of weaponry. The four different kinds of Mud give weaponry different effects. You can find four different types of mud throughout the game.

Name	Location	Effect
Noxious Mud	Chrysopomp in The Temple of the Archons	Death
Crystalline Mud	Adytum of Unseen, Part 2 (beneath the first ramp)	Ice Coffin
Volatile Mud	Received after Paludal's Defeat	Chain Lightning
Burning Mud	In hut on Paludal's Bridge	Inferno

Miridan's Pass Quests



Shrine of the White Lady Quest

- Enter Miridan Pass with either Iari or Sangaril with her crossbow. If using Sangaril, be sure she's at Level 6 or higher. You need a ranged weapon.

- Sticking to the right, climb the stairs and stay to the right until you reach the Shrine of the White Lady.
- Read three drawings located in different places around the game. These drawings have encrypted code, and you should write the code down.
- The first drawing is found at the smugglers' secret base at Miridan's Pass. It depicts a woman holding three disks: red, yellow, and blue. Using Iari or Sangaril's crossbow, strike the gongs at the shrine in this order to raise the first part of the bridge.
- Find the second drawing in Sangaril's section of the Prison of Indubal, after her starting location near a stack of boxes. This drawing depicts a woman holding four disks, orange, green, yellow, and red. Using Iari or Sangaril's crossbow, ring the gongs in this order to raise the second part of the bridge.
- The third drawing is found in the Temple of the Archons. While wearing a Purple Mask, speak with the purple Chrysopomp to the left of Taurgis as you enter the room. This drawing depicts a woman holding five disks: blue, orange, red, yellow, and green. With Iari or Sangaril's crossbow, ring the gongs in this order to raise the last section of the bridge.
- Press X at the statue to kiss the hem.

End Results

You earn a Summoner Ring and 15,000 XP.

NOTE

To accomplish the Shrine of the White Lady Quest, you don't need to find all the drawings—you can simply follow the codes provided here. However, if you want to seek out the drawings anyway, for adventure's sake, their locations are listed here.



Poacher's Quest

- Maia must return to Kurbim, the monkey smuggler, with a full monkey trap to activate the poacher chase in Miridan's Pass.
- From the entrance of Miridan's Pass from the World Map, head off to your right. After the first group of Tree Monsters, turn left and go over the bridge. Follow path until you hear poachers cry, "Run!"
- Follow the poachers back to their hideout.
- Enter the hideout and kill the two poachers.

CAUTION

If the door to the poacher's hideout in Miridan's Pass closes, the door will be unable to be opened until the battle of Miridan's Pass after Twilight. If it closes before you make it through, you won't be able to get in to get its code!

End Results

Exploring their cave yields the first drawing needed for the Shrine of the White Lady Quest, a Drain Scroll, and a password so you can enter the cave any time you like.

Upon defeat, one of the poachers drops the Tree Ghost Monkey Cage, which can be used at the bridge to set the monkeys free, thus earning you 900 XP.

Miridan's Pass Creature

You can play this at any time before the big battle is waged in Miridan's Pass after returning from the Twilight Realm. Travel to the center of the level, and you will find a garden area next to a campfire. Here you encounter a small creature that you can befriend and train to give it more stamina, more resistance, and more strength.

TIP

Be kind to the little creature you meet in the garden, and it will join your team when you return to Miridan's Pass in the game's final act.

CAUTION

If you are mean to the little creature, it will be your enemy during the big battle waged at Miridan's Pass after you return from the Twilight Realm.



Your creature friend is very communicative about its current state. You can tell how hungry it is, how bored, how happy. The following keys will help you make the most out of the friendship you strike up with this little guy. Keep careful track of your creature's various states, and try to make it happy. It will help you later if you do!

TIP

You can increase the creature's cold resistance by placing him in the water, and increase its fire resistance by placing it near the fire.

The Creature's Status

STATUS	DESCRIPTION	RANGES
HUNGER	HOW MUCH FOOD THE CREATURE WANTS	FROM -5 (VERY FULL) TO 5 (VERY HUNGRY)
BOREDOM	HOW BORED THE CREATURE IS	FROM -5 (VERY INTERESTED) TO 5 (VERY BORED)
TEMPERATURE	HOW HOT THE CREATURE IS	FROM -10 (VERY COLD) TO 10 (VERY HOT)
HAPPINESS	HOW HAPPY THE CREATURE IS	FROM -10 (VERY UNHAPPY) TO 10 (VERY HAPPY)

The Creature's Current State

STATE	CAUSES OF FLUCTUATION
STRENGTH	INCREASES BASED ON +HUNGER, DECREASES BASED ON -HUNGER
FRIENDLINESS	INCREASES BASED ON +HAPPINESS, DECREASES BASED ON -HAPPINESS DECREASES BASED ON +BOREDOM, DECREASES BASED ON +/-TEMPERATURE
FIRE RESISTANCE	INCREASES BASED ON +TEMPERATURE, CANNOT DECREASE
COLD RESISTANCE	INCREASES BASED ON -TEMPERATURE, CANNOT DECREASE



By looking at your creature, you can learn what kind of mood it's in.

Creature Moods

STATUS	DESCRIPTION
BORED	HIGHLY BORED
HAPPY	EXTREMELY HAPPY
HUNGRY	VERY HUNGRY
FULL	NOT HUNGRY
COLD	-1 TO -7 TEMPERATURE
FREEZING	-8 TO -10 TEMPERATURE
WARM	1 TO 7 TEMPERATURE
BURNING	8 TO 10 TEMPERATURE
LAZY	LOW ENERGY
EXCITED	HIGH ENERGY
NORMAL	ALL QUANTITIES ARE 0

You can also perform actions on the little creature.

Actions

STATUS	DESCRIPTION	RANGES
EXAMINE	ALLOWS YOU TO DETERMINE THE STATUS OF THE CREATURE LISTS FULL RANGE OF STATUS, LISTED IN "CREATURE MOODS" TABLE ABOVE	—
PLAY	PLAY WITH THE CREATURE	+1 HUNGER, +1 HAPPINESS, -1 BOREDOM
PET	PET THE CREATURE	+1 HAPPINESS, +1 BOREDOM
PICK UP	PICK UP THE CREATURE	ONCE YOU PICK IT UP, YOU CAN PUT IT DOWN IN THREE LOCATIONS (SEE BELOW)
	PUT DOWN ON LAND	PLACES THE CREATURE DOWN IN HIS NORMAL SPOT +1 BOREDOM
	PUT DOWN BY CAMPFIRE	PLACES CREATURE BY THE CAMPFIRE IF CREATURE IS -5 OR LOWER TEMPERATURE, IT GAINS +1 HAPPINESS, -1 BOREDOM
	PLACE CREATURE INSIDE POND	PLACE CREATURE INSIDE POND IF CREATURE IS 5 OR HIGHER TEMPERATURE, IT WILL GAIN +1 HAPPINESS, -1 BOREDOM

TIP

Try to get your creature's friendliness to end on a positive number. This ensures its help during the big battle at Miridan's Pass late in the game.

You can also judge its moods by the animation it displays. This is only applicable when the creature is still tiny.

Mood Animations

STATUS	DESCRIPTION
HAPPY	JUMPING FOR JOY
BORED	LAZY AND DISINTERESTED
HUNGRY	HOLD ITS TUMMY
COLD	SHIVERING
HOT	TRYING TO COOL ITSELF
UNHAPPY	POUTING
NORMAL	STANDING AROUND



As time passes, depending on the creature's location, its status adjusts.

- Every 60 seconds, it gets +1 Boredom
- Every 120 seconds, it gets +1 Hunger
- Every 30 seconds, its temperature fluctuates. If in the pond, it gets -2 Temperature. If next to the fire, it gets +2 Temperature. If on the ground, it moves toward 0 by one point.
- Every 30 seconds, its moods change based on its status.

CAUTION

If the creature's friendliness drops below -50, it completely snubs you and will no longer acknowledge your existence.

Feeding the Miridan's Pass Creature

The creature eats nuts, which can be found in two places throughout the game. You can steal them off the Tree Monsters in Miridan's Pass or the Ruins of Hopiris. These nuts are not available on the Tree Monsters in the Isle of Teomura, however.

There are several kinds of nuts, and each one has a different effect on the creature.

BITTER NUTS PROVIDE -4 HUNGER, -2 HAPPINESS

SWEET NUTS PROVIDE -2 HUNGER, +1 HAPPINESS, -1 ENERGY

REGULAR NUTS PROVIDE -3 HUNGER

NOTE

Unlike the rest of the miniquests, which take place within levels that the critical path takes you through, *The Tome of the Nhuvasarim*, *Ruins of Hopiris*, and *Labyrinth of the Guardians* miniquests occur on optional levels. See the start of each of these miniquest sections for a brief walkthrough of each level.



TIP

The most effective party for this level consists of Maia, Morbazan and Iari.

Tome of the Nhuvasarim Quests

In the library at the Palace of Halassar, a page has been taken from the Tome of the Nhuvasarim. For this miniquest, you must restore it.

- At the Bibliopolis, find the missing page from the Tome. It's in the same room as the law books, on one of the shelves on the right side of the room.
- In the library at Halassar, use the page with the Tome. This transports you to the Tome of the Nhuvasarim Level.
- In the first set of rooms you arrive in, you will see four large circles on the floor in different rooms. Walk over these circles one at a time, and defeat all the monsters that appear before triggering the next circle.
- When you have triggered all four circles, a door opens at the top of the stairs, admitting you to the next part of the level. Before heading up there, raid the treasure chest near the bottom-most circle to gain Fortitude

Gloves, which can be equipped by Yago and the Red Amulet.

- Climb the stairs to the next part of the level. Have Cure on hand, as enemies here often cast poison.
- On this part of the level, you will find blue, yellow, and red circle traps on the ground. You can't walk around these, as there isn't room, so you must walk over them. For a positive effect, before walking over each one, equip the amulet with the matching color (refer to the traps table). For example, equip the Blue Amulet before walking over a blue circle trap. If you don't equip the correct amulet, you will be stricken with a negative result.
- To the left of the first blue circle, grab the Speed Leggings from the treasure chest. Equip these now.

TIP

For a sneak peak behind the scenes at Volition Studios, after you climb a short set of stairs, activate Magic Circle 1 (if you've got it) at the demon in the fountain.

- After you pass over the last red trap, you enter a round room encircled by ravens. This was once the throne room for the evil Nhuvasarim. In the center of this room is a large circle. Use any Magic Circles you have acquired throughout the game in the center of this circle.

While in the center of these floor circles, use the Magic Circles scattered throughout the levels to benefit your characters.

Magic Circles		
CIRCLE NUMBER	LOCATION	BENEFIT
1	PALACE OF HALASSAR	+2 SKILL POINTS
2	YAGO'S CAMP IN ELEH CAVERNS IN A CHEST	PERMANENTLY RAISE HP AND AP
3	FROM ORANGE VANDAL IN TEMPLE OF THE ARCHONS	PERMANENTLY RAISE MAGIC DEFENSE
4	DROPPED BY ENEMY IN NHUVASARIM LEVEL	PERMANENTLY RAISE CONCENTRATION
5	FROM IMARBETH DEMON IN TAMIRATH CITADEL LEVEL	PARTY GAINS 25,000 XP

NOTE

The bonuses given by the large circle are only given to one character. Therefore, be sure you use each Magic Circle there with the character who will benefit from it the most.

- Proceed through the door opposite the one you came in, and climb the stairs to the room above. Defeat enemies here to get out again. Be careful with the final Nhuvasar you face—Destroy Undead does not work on him. His defeat awards you with Magic Circle 4 and quite a bit of XP. Be sure to grab the Regen Boots out of the treasure chest in this room before returning to the Palace of Halassar.

TIP

The Nhuvasarim monsters you will battle are undead. Use Destroy Undead to defeat them.

NOTE

You can gain a lot of XP on this level. Once you have unlocked it, return to this level frequently to level up your characters.

Traps

COLOR OF TRAP	EFFECT WITHOUT AMULET	EFFECT WITH AMULET
BLUE	SUPER DRAIN: LOSE 50-100% OF AP FOR REMAINDER OF LEVEL	AP PERMANENTLY RAISED 10%
YELLOW	CURSE: 100% + 40 DAMAGE FROM ALL MAGICAL AND PHYSICAL ATTACKS FOR REMAINDER OF LEVEL	REGENERATE HP EVERY 6 SECONDS FOR REMAINDER OF LEVEL; AP
RED	INTERNAL VORTEX: EJECTS CHARACTER FROM LEVEL; IF ALL ARE EJECTED, PLAYER RELOADS TO THE PALACE OF HALASSAR AGAIN	ALL ATTRIBUTES INCREASED FOR REMAINDER OF LEVEL; MAGIC DEFENSE PERMANENTLY RAISED

TIP

These colored amulets can be found throughout the different levels.

- Blue Amulet: Talk to Imarbeth in the Prison of Indubal
- Yellow Amulet: With Red Mask equipped, talk to the Red Curator in the Temple of the Archons
- Red Amulet: Found in chest with Fortitude Gloves



Ruins of Hopiris Quests

This optional level opens up when you talk to the Munari Assassin in the Munari City Harbor District. At the Ruins of Hopiris, two miniquests involve the use of the Shadow Clan Poison Laboratory, and three others involve travelers resting near a campfire in the Grotto of Hopiris. To accomplish the Poison Laboratory miniquests, you must find the Poison Laboratory. Follow the instructions below to navigate through the Ruins of Hopiris.

TIP

The most effective party for this level consists of Maia, Sangaril and Krobelus.

- Upon arrival in the Ruins of Hopiris, stick to the left and search along the wall to find the Cannon Shell. (This is used in the Kamazu, God of Walls miniquest in Munari City.) Fight wolves off and raid the nearby chest of gold. Head back to the main area where you arrived.

NOTE

There is a vine covered wall here where you can plant Scarabee seeds for the Ruins of Hopiris Elixir miniquest.

- Talk to the small black bird named Matthew. The bird lends you its boat, floating nearby next to the bank.
- Get on the magical talking boat, sail downriver, and equip Sangaril with her crossbow. You must fight ghosts constantly during your trek down the river, and cannot advance until you have defeated them all. Use ranged weaponry and spells to do so.
- Once you dock, you must fight the Shadow Clan, a clever and deadly group of assassins. Equip Sangaril with her melee weapons again before proceeding.
- Once they are defeated, continue along the path into the heart Ruins of Hopiris. Have Cure on the ready, as these assassins will constantly infect you with Poison.

TIP

Descend the first set of stairs on your left to reach the Poison Laboratory when you are ready to undertake the Poison and Elixir miniquests.

- To reach Xaoset, bypass the stairs leading to the Poison Laboratory and continue forward, running down the next spiral staircase. At the bottom lies a door, and through the door awaits Xaoset.
- When fighting Xaoset, use poison so he loses HP more quickly. He enjoys knocking you down, so steer clear of him, keeping your distance. Once he's been poisoned, equip Sangaril with her crossbow and hit him from far away. Also use any Fire or Ice scrolls you may have. His defeat wins you the Deadly Venom Formula and the Wooden Case (which you use in the Isle of Teomura miniquest of the same name).

Poison Lab

Here Sangaril can mix a variety of poisons from different ingredients and use them in battle to enhance her Poison ability. Find each poison formula (except Deadly Venom, which you get from defeating Xaoset) in the form of a Paper Circle in various locations throughout the game. To make sense of the paper circles or to mix poisons, you must be playing Sangaril at the time.

To interpret the formulas on the Paper Circles, have Sangaril use the Paper Circles at the circular window in the Poison Laboratory.

To create the poisons themselves, be sure you have all the ingredients in your inventory, and then go to the poison-making table in the Poison Laboratory (click on the different areas in the Lab when the eye icon appears in order to determine which area is for Elixirs, and which is for Poison).

TIP

Once Sangaril mixes a poison, she does not have to make it again. The only exception is Deadly Venom, which is used up each time she employs it. To keep some with you, have her create several vials of it.

NOTE

To get all the ingredients for these poisons, grab some empty vials to fill with water from the Ramuli and Sekkaf Shrines.

Snake Poison

Find the Snake Poison formula, which increases the potency of Snake Poison, in the Poison Lab.

Snake Poison Effects		
BASE EFFECT		AP COST
40% CHANCE OF CASTING POISON PER HIT		2
Snake Poison Ingredients		
INGREDIENT	WHERE FOUND	DESCRIPTION
SEA WASP VENOM	POISON LAB	SMALL BOTTLE OF VENOM FROM SEA WASP
LAMIA CORAL	POISON LAB	DEADLY POWDER OF LAMIA CORAL

Asphyxia

Find the Asphyxia formula, which enhances Asphyxia, in the Halassar Library.

Asphyxia Effects		
BASE EFFECT		AP COST
25% CHANCE OF CASTING SILENCE PER HIT		4
Asphyxia Ingredients		
INGREDIENT	WHERE FOUND	DESCRIPTION
APHASIAN RAY TAIL	CAPTAIN NWABIR, MUNARI CITY HARBOR	VENOM FROM THE RAY CAUSES LOSS OF SPEECH
WATER FROM RAMULI'S SHRINE	RAMULI'S SHRINE, MUNARI CITY	VIAL OF WATER FROM THE GOD OF SILENCE

Nightshade

Find the Nightshade formula in Teomura, among Prince Neru's books. It increases the potency of Nightshade.

Nightshade Effects		
BASE EFFECT		AP COST
50% CHANCE OF CASTING BLINDNESS PER HIT		4
Nightshade Ingredients		
INGREDIENT	WHERE FOUND	DESCRIPTION
LURKSQUID INK	HOUSE AZURE, MUNARI CITY ARENA DISTRICT, AMONG BOTTLES ON BAR	INK SAC FROM THE ELUSIVE LURKSQUID
WATER FROM SEKKAF'S SHRINE	SEKKAF'S SHRINE, MUNARI CITY HARBOR DISTRICT	VIAL OF WATER COLLECTED FROM THE SHRINE OF THE GOD OF DARKNESS

Mind Fungus

Find the Mind Fungus formula, which enhances Mind Fungus, on Mas Zalur's scroll stand.

Mind Fungus Effects		
BASE EFFECT		AP COST
50% CHANCE OF CASTING DRAIN PER HIT		6
Mind Fungus Ingredients		
INGREDIENT	WHERE FOUND	DESCRIPTION
ATARAXIA	CAPTAIN NWABIR, MUNARI CITY HARBOR DISTRICT	AQUATIC PLANT WITH ANESTHETIC PROPERTIES
BRAINWORM	ISLE OF TEOMURA OR CITY OF MASKS LIBRARY (DROPPED BY TREE MONSTER)	A TERRIBLE PARASITE OF THE BRAIN FOUND IN TREE MONSTERS

Lunaticia

The Lunaticia formula increases Lunaticia's potency and can be found in the City of Masks Library.

Lunaticia Effects		
BASE EFFECT		AP COST
25% CHANCE OF CASTING BERSERK PER HIT		10
Lunaticia Ingredients		
INGREDIENT	WHERE FOUND	DESCRIPTION
AMOK'S BANE	MAS ORA'S ARENA COMBAT AREA, FROM ONE OF THE PLANTS	SEA CUCUMBER THAT CAUSES MADNESS
GREEN TUSK WOLF EYE	DROPPED BY TUSK WOLF IN ELEH CAVERNS	THE UNUSUAL GREEN EYE OF A TUSK WOLF

Deadly Venom

The Deadly Venom formula is dropped by Xaoset in the Ruins of Hopiris. You must have poison in your inventory for this to work.

Deadly Venom Effects		
BASE EFFECT		AP COST
25% CHANCE OF CASTING DEATH PER HIT		15
Deadly Venom Ingredients		
INGREDIENT	WHERE FOUND	DESCRIPTION
SPINEGLASS	CAPTAIN NWABIR, MUNARI CITY HARBOR	DEADLY NEEDLES TAKEN FROM THE SPINEFISH (COST 10,000 GOLD EACH)
VOIDSTONE	VANDAL'S RUINS (STEAL IT FROM THE MASK MONSTER)	STONE DROPPED BY A TEMPEST DEMON IN THE RUINS

Elixir Quest

When in the Poison Lab, Sangaril can find five sets of seeds. Plant these seeds in specific locations before entering the Tree of Eleh, then harvest them later. From these plants, Sangaril can mix powerful Elixirs to aid the party. You can even add Enhancers to the Elixirs to increase their potency. Elixirs add +20 to an attribute, and with an enhancer in the mix, as well, they add +30.

Elixir Recipes					
ELIXIR	ELIXIR EFFECT	PLANT NAME	WHERE TO PLANT IT	ENHANCER (INCREASES EFFECT BY 50%)	WHERE TO FIND ENHANCER
STRENGTH ELIXIR	+20 STRENGTH	SINEW GRASS	MIRIDAN'S PASS, UNDER TREE BY POND	HEART OF ARXES	IMPERIAL SEPULCHRE, INSIDE CHEST IN PORTCULLIS ROOM
SPEED ELIXIR	+20 SPEED	UBENNA'S BOLT	ISLE OF TEOMURA, AT PARTLY SUBMERGED ROCK BY SHIPWRECK	NUNTURA'S SPEARHEAD	MUNARI CITY MARKET; RECEIVED UPON COMPLETION OF UBENNA'S SHRINE QUEST
DEFENSE ELIXIR	+20 DEFENSE	RATHMOSS	PRISON OF INDUBAL, LOWER LEVEL NEAR STONE- AND DIRT-FILLED BIN, WHERE CELL FORMS A "T"	WARDSTONE	MIRIDAN'S PASS (LOOK AT SECTION OF WALL)
MAGIC POWER ELIXIR	+20 MAGIC POWER	GRAMARYE	ELEH CAVERNS, AT WRECKAGE OF AIRSHIP	AAHUR'S BLUE DUST	MAS ORA'S ARENA, GIVEN TO YOU BY AREON, SORCERESS OF ICE
MAGIC DEFENSE ELIXIR	+20 MAGIC DEFENSE	SCARABEE	RUINS OF HOPIRIS, NEAR START, BY VINE-COVERED WALL	DUNG BEETLES	PRISON OF INDUBAL—IN CART OF DIRT IN TAURGIS'S SECTION

Grotto of Hopir Quests

At the Ruins of Hopiris, return to the talking boat waiting the dock. Proceed downriver to the Grotto of Hopir. Once again you will have to fight a horde of ghosts. Use Sangaril's crossbow and Maia's fire spells. Finally the boat decides you need a rest and docks near a small campfire. Standing around the campfire are three men. Talk to each of them.

Provost Yakamat

At the campfire, talk to Yakamat. Encourage him to join Halassar as the new provost. Afterward, when you return to the Palace at Halassar, you'll find him in the room of advisors. Talk to him again, and donate money to his cause. Do this on two more visits, and on the fourth visit, he will give you the Blade of Wisdom.

Siran

Talk to Siran to learn he needs a teacher. Tell him about the Gladiator Varaleth in Mas Ora's Arena, and he will give you a Strength Chain.

King Talas

King Talas was once a powerful king, but he is now lost, and can't find his kingdom. In the Bibliopolis of Lost Tomes, find the Atlas of Lost Realms and return to the Grotto of Hopir with it. King Talas will reward you with Ohmedilosi, a map of cities destroyed in a great flood. You can then use Ohmedilosi to complete the Amasido, God of Floods miniquest in Munari City.



Shrine of Hopir

After talking to the men standing around the campfire, get back on the boat and continue to the Shrine of Hopir. You must now battle the Spirit of Hopir, a dangerous foe, indeed. Though he is capable of paralyzing all of you, and immune to many attacks, he still has weaknesses to exploit. If Krobelus is in your party and is powerful enough to cast Energy Bolts, this will quickly eliminate the Spirit of Hopir.

When he is defeated, pick up the items he leaves and read all the obelisks in the Shrine. Be sure to read the Nagul obelisk if you have already taken Mas Ubrai's Ledger from his house in Munari City and spoken to him about the magic shop. The Nagul obelisk will prove that his lineage is Hopiran, and this information can be utilized in the Mugolo's Magic Shop miniquest of Munari City.



Labyrinth of the Guardians Quests

Inside the Labyrinth are portals that correspond to the four Summons: Blood, Tree, Sand, and Eye. Each portal has three rooms, which in turn correspond to the levels that Maia's Summons have reached. For example, Maia can only enter the Level 2 Tree Summon room if she has upgraded her Tree Summon to Level 2. You can choose which room you want to go through.

The rooms of each portal are organized in the same way. The first is haunted by Ghosts, and the second is infested with Sentinels. The third room is plagued by Living Armor and you can't use items (only spells and abilities). Every monster in these rooms has the same strengths and weaknesses as the Summon you are battling. In each successive room, the Summon you fight is one level higher.

Each time you defeat a Summon, you receive a reward.

Items Won By Defeating Summons	
SUMMON	ITEM
BLOOD 1	GITHIRAN'S MACE
BLOOD 2	FURY GAUNTLETS
BLOOD 3	ANIMA CUIRASS
TREE 1	SOUL HAMMER
TREE 2	DISCIPLE GAUNTLETS
TREE 3	SPIRIT CUIRASS
SAND 1	DAGGER OF DEATH
SAND 2	DRAGON GAUNTLETS
SAND 3	JIHANA'S CUIRASS
EYE 1	GITHIRAN'S SWORD
EYE 2	TITAN GAUNTLETS
EYE 3	AVENGER CUIRASS

NOTE

For information on where to find all the summoning stones, refer to the "Summons" section of this guide.

Blood Summon Rooms

Enemies in the Blood Summon rooms are weak to Ice attacks. The first two rooms shouldn't be too difficult, but the Living Armor in the final room can be deadly. Use Death on them.

When fighting a Blood Summon, use Ice to destroy the minions. Staying far away from the monsters will keep them from healing themselves. Beware of the level 3 Blood Summon's Powerblow, which can be devastating.

Tree Summon Rooms

Foes in the Tree Summon rooms are weak against Fire attacks, so use Fire frequently.

When fighting a Tree Summon, stay far away from it. Don't try to engage it in a melee attack. Ranged weaponry is effective, such as Sangaril's Crossbows, or Iari's ranged attacks. Also keep using Fire spells. Cast Regenerate to keep your party healthy, as the Tree Summon will lure your party in close.

Sand Summon Rooms

Enemies in the Sand Summon rooms are weak against physical attacks, but use Poison and Death very frequently. To retaliate, cast Death yourself, along with Pray.

When fighting a Sand Summon, first use Cure to rid yourself of any poison from fighting the minions. Then attack the Sand Summon with physical attacks. He is immune to every spell, so keep Yago and Morbazan far away to keep them safe. Continue pounding him with melee attacks until he is defeated.

Eye Summon Rooms

The enemies in the Eye Summon rooms are weak against physical attacks and Fire, so keep the melee combat and Fire spells going. They will hit you with Paralyze and Slow, so keep moving and cast Death on them.

When fighting an Eye Summon, close in with melee attacks. Pursue it relentlessly as it tries to back away. Cast Enchant Fire on melee fighters to give them more power. Have Action potions at the ready to counter the Eye Summon's Drain spells. Watch out for Paralyze; often times this means the end of the battle.

Becoming The Super Summon

If you are successful in a fight, enter the portal opposite the one you entered from. When you have beaten all 12 levels, you will face the 13th summon. This you must do alone. If you are successful, you can call forth and become the Super Summon.

After defeating the 12th Summon, be sure to save before you exit the last portal back to the initial area.

Fighting the Super Summon is very difficult. Be sure to equip a Time Ward, as it will hit you with heavy attacks and cast Paralyze.

If fighting as Maia (and not a Summon) use Explosion and Meteor Storm, and keep your distance.

All Summons are now at your disposal, and each have different advantages. Blood Level 3 can use Powerblow effectively. Sand Level 3 is advantageous because it can't be paralyzed and can withstand attacks well, but this Summon is a bit slow. If fighting the Super Summon at a distance, Eye Level 3 is powerful. But once the Super Summon closes in, Eye is not as useful. Tree Level 3 has powerful spells at its disposal and can constantly heal itself.

TIP

The Summon Mastery Ring, gained from the final Nhuvasarim enemy in the Tome of the Nhuvasarim, is a powerful tool when fighting the Super Summon. Equip it if you've got it.

Exiting the Labyrinth

When Maia is finished fighting, the party is returned to the Palace of Halassar. You can come back any time and reenter the Labyrinth from the Laharah Mask in the throne room. However, once you have successfully battled the Super Summon, you will no longer be able to enter the Labyrinth of the Guardians.



Summons

Maia's greatest ability in battle is her talent to call forth Summons with powerful attacks. During the game's critical path, she learns to call forth four Summons.



The Blood Summon



The Tree Summon



The Sand Summon



The Eye Summon

TIP

By battling in the Labyrinth of the Guardians, Maia can learn to call forth yet another kind of summon: the Super Summon. For details, refer to the Labyrinth of the Guardians miniquiest section of this guide.

Summoning Stone Locations

Master the art of summoning by finding all rune stones and upgrading your Summons. Rune stones can be found in these locations:

- Isle of Teomura (Blood Summon)
- Imperial Sepulchre (Tree Summon)
- Prison of Indubal (Sand Summon)
- Adytum of the Unseen, Part Two (Eye Summon)

There are also these upgrading Summoning Stones:

- Eleh Fragment: Tree
- Bibliopolis of Lost Tomes
- Paludal's Lair
- Tower of the Ancient Ones
- Tamirath Citadel
- Palace of Halassar
- Munari City University District
- Adytum of the Unseen, Part One

While most of these upgrading locations are obvious (you encounter them while on the critical path), some are trickier.



Paludal's Lair Rune Stone

After defeating Paludal, explore his lair. A door on one side leads down a short hallway to a stone.



Palace of Halassar Rune Stone

Acquire the Dream Song by undertaking the Green Vandal Mask Quest in the Temple of the Archons (consult the "Miniquiests" section). Give the Dream Song to Faelin, the court musician who stands in the courtyard at Halassar.



Adytum of the Unseen, Part 1

To reach this stone, return to the Adytum with Morbazan after you have been in the Realm of Twilight.



Munari City University District

A featureless obelisk stands in the University District outside a locked door. Find the Obelisk in the Bibliopolis of Lost Tomes, and use it at the featureless obelisk in the Munari City to access this rune stone.



Tower of the Ancient Ones

After the first telepad in the Tower of Ancient Ones, visit the room on your left on your way to the second telepad.



Summon Combat

Each Summon has its own skilled form of combat. The skill level of the Summons is directly dependent on Maia's current Halassar Combat skill level. For example, if she has a skill level of 4, you will not be able to perform Summon Special Combat moves beyond this level.

Blood Combat

SKILL LEVEL	MOVE	DESCRIPTION	BUTTON COMBO
1	LEECH	TRANSFER TARGET HP TO YOUR HP	▲
2	KNOCKDOWN	HAS CHANCE OF KNOCKING DOWN NEARBY ENEMIES	(R1) + ▲
3	IGNITE	INFLECT FIRE DAMAGE	(R1) + ■
5	WHIRLWIND	DAMAGES ALL CREATURES WITHIN 3M	(R1) + (L1) + ▲
6	EARTHSHAKER	DAMAGES ALL ENEMIES IN 3M RADIUS AND HAS CHANCE TO KNOCK THEM DOWN	CHARGE AND RELEASE ■
8	KILLING BLOW	INFLECTS NO DAMAGE, BUT HAS THE CHANCE TO KILL TARGET INSTANTLY	CHARGE AND RELEASE ▲
10	POWERBLOW	QUADRUPLES DAMAGE INFLECTED	(L1) + (R1) + ■

Sand Combat

SKILL LEVEL	MOVE	DESCRIPTION	BUTTON COMBO
1	SACRIFICE	INFLECTS DOUBLE DAMAGE, BUT YOU SUSTAIN HALF DAMAGE	▲
2	THROAT SLIT	SILENCES TARGET	(R1) + ▲
3	LEG SWEEP	HAS CHANCE TO KNOCK ENEMY TO THE GROUND	(R1) + ■
5	BACKSTAB	INCREASES DAMAGE SIGNIFICANTLY IF TARGET IS SURPRISED AND HIT FROM BEHIND	(R1) + (L1) + ▲
6	POWERBLOW	QUADRUPLES DAMAGE INFLECTED	CHARGE AND RELEASE ■
8	WHIRLWIND	DAMAGES ALL CREATURES WITHIN 3M	CHARGE AND RELEASE ▲
10	KILLING BLOW	INFLECTS NO DAMAGE, BUT HAS THE CHANCE TO KILL TARGET INSTANTLY	(R1) + (L1) + ■

Tree Combat Table

SKILL LEVEL	MOVE	DESCRIPTION	BUTTON COMBO
1	LEECH	TRANSFER TARGET HP TO YOUR HP	▲
2	DRAIN	TRANSFER TARGET AP TO YOUR AP	(R1) + ▲
3	IGNITE	INFLECT FIRE DAMAGE	(R1) + ■
5	SACRIFICE	INFLECTS DOUBLE DAMAGE, BUT YOU SUSTAIN HALF DAMAGE	(R1) + (L1) + I
6	EARTHSHAKER	DAMAGES ALL ENEMIES IN 3M RADIUS AND HAS CHANCE TO KNOCK THEM DOWN	CHARGE AND RELEASE ■
8	POWERBLOW	QUADRUPLES DAMAGE INFLECTED	CHARGE AND RELEASE ▲
10	WRATH OF ELEMENTS	INFLECTS FIRE, ICE, AND LIGHTNING DAMAGE	(R1) + (L1) + ■

Eye Combat Table

SKILL LEVEL	MOVE	DESCRIPTION	BUTTON COMBO
1	ATTACK EYES	MUST BE AIMED IN FIRST PERSON MODE	—
2	ATTACK LEGS	MUST BE AIMED IN FIRST PERSON MODE	—
3	SHOCKING GRASP	DOES UNBLOCKABLE ENERGY DAMAGE TO TARGET	▲
5	DRAIN	TRANSFER TARGET AP TO YOUR AP	(R1) + ▲
6	CHILL	INFLECTS ICE DAMAGE	CHARGE AND RELEASE ■
8	TRUE SHOT	DOES UNBLOCKABLE ATTACK	CHARGE AND RELEASE ▲
10	PARALYZE	PARALYZES TARGET	(R1) + ▲

Super Summon Combat

SKILL LEVEL	MOVE	DESCRIPTION	BUTTON COMBO
1	LEECH	TRANSFER TARGET HP TO YOUR HP	▲
2	POWERBLOW	QUADRUPLS DAMAGE INFLICTED	[R1] + ▲
3	EARTHSHAKER	DAMAGES ALL ENEMIES IN 3M RADIUS AND HAS CHANCE TO KNOCK THEM DOWN	[R1] + ■
5	WRATH OF THE ELEMENTS	INFLICTS FIRE, ICE, AND LIGHTNING DAMAGE	[L1] + [R1] + ▲
6	PARALYZE	PARALYZES TARGET	CHARGE AND RELEASE ■
8	WHIRLWIND	DAMAGES ALL CREATURES WITHIN 3M	CHARGE AND RELEASE ▲
10	KILLING BLOW	INFLICTS NO DAMAGE, BUT HAS THE CHANCE TO KILL TARGET INSTANTLY	[L1] + [R1] + ■



Summons also have their own skill sets, which correspond to Maia's own skill set.

Summon Skill Sets

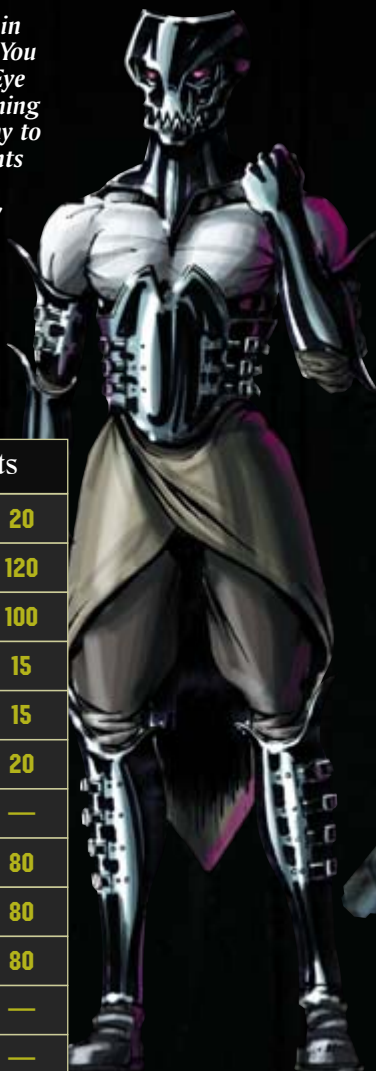
MAIA'S SKILL SETS	BLOOD SKILL SETS	EYE SKILL SET	SAND SKILL SET	TREE SKILL SET	SUPER SUMMON SKILL SET
SUMMON	SUMMON	SUMMON	SUMMON	SUMMON	SUMMON
SWORD WEAPONS	HAND TO HAND	HAND TO HAND	HAND TO HAND	HAND TO HAND	SWORD WEAPONS
CIRCLE: NECROMANCY	CIRCLE: FIRE	CIRCLE: ENERGY	CIRCLE: HOLY	CIRCLE: HEAL	CIRCLE: COLD
HALASSAR COMBAT	BLOOD COMBAT	EYE COMBAT	SAND COMBAT	TREE COMBAT	LAHARAH COMBAT
PARRY	PARRY	PARRY	PARRY	PARRY	PARRY
HAMMER WEAPONS	STEELSKIN	CONCENTRATION	WILLPOWER	CONCENTRATION	CONCENTRATION
NIMBLE ATTACK	NIMBLE ATTACK	NIMBLE ATTACK	NIMBLE ATTACK	NIMBLE ATTACK	CIRCLE: PAIN
WARRIOR	CIRCLE: LIFE	CIRCLE: GOLD	APPLY POISON	CIRCLE: HOLY	CIRCLE: FIRE
CIRCLE: FIRE	CIRCLE: PAIN	GOLEM	STEALTH	CIRCLE: LIFE	CIRCLE: HEAL
CONCENTRATION	CIRCLE: HEAL	WILLPOWER	STEELSKIN	CIRCLE: PAIN	CIRCLE: HOLY



Bosses

Krobelus

You first fight Krobelus in the Imperial Sepulchre. You meet him again in the Eye of the Storm. He is cunning and deceitful—an enemy to beware. At times he fights by your side, and other times he tries to destroy you. Once a priest of Urath, he was consumed by the Tempest and now lives only to see its dark will done.



Krobelus Stats

STRENGTH	20
SPEED	120
STAMINA	100
INTELLIGENCE	15
DEFENSE	15
MAGIC DEFENSE	20
MAGIC	—
RESIST COLD	80
RESIST FIRE	80
RESIST ENERGY	80
RESIST PIERCING	—
RESIST SLASHING	—
RESIST BLUNT	—



Azraman Stats

STRENGTH	17
SPEED	100
STAMINA	100
INTELLIGENCE	5
DEFENSE	15
MAGIC DEFENSE	10
MAGIC	5
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
RESIST PIERCING	—
RESIST SLASHING	—
RESIST BLUNT	—

Azraman

Though Azraman is Taurgis' brother, he is not supportive of Maia's throne like Taurgis is. Instead, he opposes her rule of Halassar, desiring to join his own kingdom and Halassar together. Though he can be a dangerous foe, he is also a warrior of honor.



Unseen Serpent Stats

STRENGTH	43
SPEED	100
STAMINA	75
INTELLIGENCE	10
DEFENSE	25
MAGIC DEFENSE	25
MAGIC	15
RESIST COLD	50
RESIST FIRE	50
RESIST ENERGY	100
RESIST PIERCING	—
RESIST SLASHING	—
RESIST BLUNT	—

Unseen Serpent

Directly after Maia learns how to call forth the Eye Summon, she must battle the Unseen Serpent. Use the new summoning ability. Attack him and ignore his minions—they won't stick around after he's defeated.



Ezuran

Ezuran is the Eleh Boss, a slimy, tentacled creature with a single, massive eyestalk jutting from an array of waving teeth. It summons forth minions to destroy you, but its ultimate weakness lies in this eye. Destroy it, and you will defeat Ezuran.



Ezuran Stats

STRENGTH	25
SPEED	100
STAMINA	50
INTELLIGENCE	5
DEFENSE	20
MAGIC DEFENSE	25
MAGIC	—
RESIST COLD	50
RESIST FIRE	50
RESIST ENERGY	0
RESIST PIERCING	—
RESIST SLASHING	—
RESIST BLUNT	—

Paludal

A shapeshifter, Paludal is difficult to destroy. Each time you think he's defeated, he rises again from the oozing mud, taking on yet another form. Be relentless. Paludal's stats vary depending on what weakness you've given him, and who comprises your party (thus determining what forms he will take).



Paludal Stats

STRENGTH	45
SPEED	100
STAMINA	80
INTELLIGENCE	5
DEFENSE	60
MAGIC DEFENSE	60
MAGIC	5
RESIST COLD	VARIES
RESIST FIRE	VARIES
RESIST ENERGY	VARIES
RESIST PIERCING	VARIES
RESIST SLASHING	VARIES
RESIST BLUNT	VARIES



Logosarch and Ushandal

When you first arrive at the Wheel of the Perduellion, its inhabitants plead with you to kill their evil ruler, Ushandal. He dwells beyond the red portal in the Wheel with his enigmatic interpreter Logosarch. When you go up against Ushandal, Logosarch splits into two creatures.



Logosarch Stats

STRENGTH	45
SPEED	100
STAMINA	65
INTELLIGENCE	5
DEFENSE	20
MAGIC DEFENSE	80
MAGIC	—
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
RESIST PIERCING	80
RESIST SLASHING	80
RESIST BLUNT	0

Ushandal Stats

STRENGTH	45
SPEED	100
STAMINA	120
INTELLIGENCE	5
DEFENSE	40
MAGIC DEFENSE	60
MAGIC	12
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
RESIST PIERCING	0
RESIST SLASHING	0
RESIST BLUNT	80



Sharangir Stats

STRENGTH	75
SPEED	100
STAMINA	200
INTELLIGENCE	5
DEFENSE	20
MAGIC DEFENSE	200
MAGIC	5
RESIST COLD	-50
RESIST FIRE	0
RESIST ENERGY	0
RESIST PIERCING	0
RESIST SLASHING	45
RESIST BLUNT	45

Sharangir

Sharangir derives a protective blue energy shield from a mysterious giant eyestalk that protrudes through a hole in the door. Damaging this eye causes it to close, thereby lowering the shield around Sharangir. When he becomes vulnerable, strike him down.

Khargathalan

Iari confronts Khargathalan alone. Four-faced and heavily defended with cannons, he is a difficult Boss to defeat. However, he is no match for Iari and her advanced weaponry. Cool-headed in battle, Iari makes short work of him by shooting each one of his four faces with her True Shot blasts and her ability to zoom in on her target.



Khargathalan Stats

STRENGTH	25
SPEED	100
STAMINA	25
INTELLIGENCE	5
DEFENSE	25
MAGIC DEFENSE	10
MAGIC	5
RESIST COLD	-50
RESIST FIRE	0
RESIST ENERGY	0
RESIST PIERCING	—
RESIST SLASHING	—
RESIST BLUNT	—

Imarbeth Stats

STRENGTH	125
SPEED	100
STAMINA	230
INTELLIGENCE	5
DEFENSE	200
MAGIC DEFENSE	20
MAGIC	5
RESIST COLD	-50
RESIST FIRE	0
RESIST ENERGY	0
RESIST PIERCING	—
RESIST SLASHING	—
RESIST BLUNT	—

Imarbeth

At first Imarbeth appears as an old king gone mad, and Maia's party easily defeats him. However, dark powers resurrect the ruler, creating an Imarbeth Demon who is far more powerful than Imarbeth. Fighting him on a narrow ledge proves difficult, for Maia can summon the Blood or Tree Summon in an open area.



Tempest

The most deadly foe Maia has ever faced, the Tempest rises from a place of darkness as the world breaks apart around him. During this fight, her powers are not enough to defeat him. Only by joining with Iari and becoming Mecha Maia does she stand a chance.



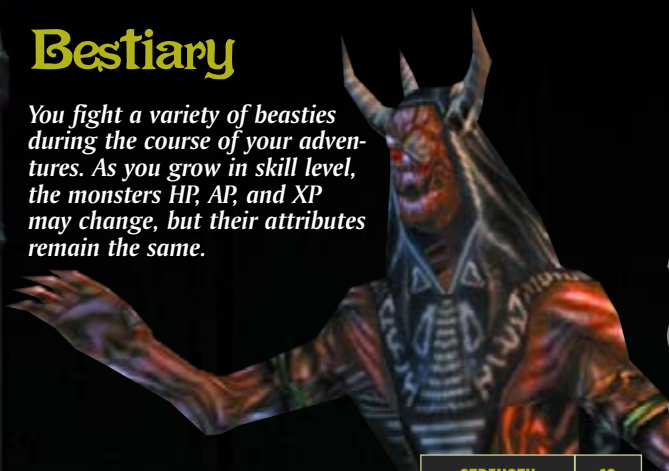
Tempest Stats

STRENGTH	100
SPEED	100
STAMINA	350
INTELLIGENCE	20
DEFENSE	40
MAGIC DEFENSE	60
MAGIC	10
RESIST COLD	50
RESIST FIRE	-25
RESIST ENERGY	-25
RESIST PIERCING	—
RESIST SLASHING	—
RESIST BLUNT	—



Bestiary

You fight a variety of beasts during the course of your adventures. As you grow in skill level, the monsters HP, AP, and XP may change, but their attributes remain the same.



Munari Pirate



STRENGTH	16
DEFENSE	15
STAMINA	20
MAGIC	14
MAGIC DEFENSE	10
INTELLIGENCE	15
RESIST COLD	50
RESIST FIRE	-25
RESIST ENERGY	-50
SPEED	100

Sudani Pirate



STRENGTH	45
DEFENSE	5
STAMINA	25
MAGIC	15
MAGIC DEFENSE	0
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Pirate Captain



STRENGTH	3
DEFENSE	15
STAMINA	60
MAGIC	10
MAGIC DEFENSE	0
INTELLIGENCE	10
RESIST COLD	50
RESIST FIRE	-25
RESIST ENERGY	-50
SPEED	100

Red Island Ghost



STRENGTH	9
DEFENSE	0
STAMINA	10
MAGIC	12
MAGIC DEFENSE	0
INTELLIGENCE	10
RESIST COLD	-50
RESIST FIRE	100
RESIST ENERGY	0
SPEED	100

Blue Island Ghost



STRENGTH	10
DEFENSE	0
STAMINA	10
MAGIC	13
MAGIC DEFENSE	10
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	-50
SPEED	100

Purple Island Ghost



STRENGTH	0
DEFENSE	0
STAMINA	10
MAGIC	15
MAGIC DEFENSE	10
INTELLIGENCE	10
RESIST COLD	-50
RESIST FIRE	100
RESIST ENERGY	0
SPEED	100

NOTE

The casting monsters get more powerful spells as your party gets bigger. Easier monsters earlier on, like the Blue Island Ghosts, can cast Ice Coffin later.

Tree Monster



STRENGTH	16
DEFENSE	0
STAMINA	32
MAGIC	25
MAGIC DEFENSE	15
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	-50
RESIST ENERGY	0
SPEED	100

Urath Crusader



STRENGTH	15
DEFENSE	13
STAMINA	20
MAGIC	15
MAGIC DEFENSE	20
INTELLIGENCE	3
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Eleh Parasite 1



STRENGTH	25
DEFENSE	20
STAMINA	35
MAGIC	0
MAGIC DEFENSE	0
INTELLIGENCE	12
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	70

Baldyran Soldier



STRENGTH	18
DEFENSE	14
STAMINA	14
MAGIC	10
MAGIC DEFENSE	25
INTELLIGENCE	15
RESIST COLD	0
RESIST FIRE	25
RESIST ENERGY	0
SPEED	100

Emissary



STRENGTH	18
DEFENSE	14
STAMINA	14
MAGIC	10
MAGIC DEFENSE	25
INTELLIGENCE	15
RESIST COLD	0
RESIST FIRE	25
RESIST ENERGY	0
SPEED	100

Unseen Guard (Ranged)



STRENGTH	40
DEFENSE	25
STAMINA	30
MAGIC	0
MAGIC DEFENSE	10
INTELLIGENCE	5
RESIST COLD	50
RESIST FIRE	50
RESIST ENERGY	-100
SPEED	100



Unseen Guard (Melee)



STRENGTH	40
DEFENSE	25
STAMINA	35
MAGIC	0
MAGIC DEFENSE	15
INTELLIGENCE	5
RESIST COLD	50
RESIST FIRE	50
RESIST ENERGY	-100
SPEED	100

Unseen Summon



STRENGTH	82
DEFENSE	30
STAMINA	55
MAGIC	15
MAGIC DEFENSE	10
INTELLIGENCE	10
RESIST COLD	80
RESIST FIRE	-50
RESIST ENERGY	80
SPEED	—

Unseen Beast



STRENGTH	35
DEFENSE	25
STAMINA	45
MAGIC	30
MAGIC DEFENSE	20
INTELLIGENCE	2
RESIST COLD	100
RESIST FIRE	-25
RESIST ENERGY	0
SPEED	100

Eleh Spider



STRENGTH	40
DEFENSE	20
STAMINA	15
MAGIC	15
MAGIC DEFENSE	10
INTELLIGENCE	5
RESIST COLD	150
RESIST FIRE	-25
RESIST ENERGY	0
SPEED	100

Alpha Tusk Wolf



STRENGTH	28
DEFENSE	15
STAMINA	25
MAGIC	15
MAGIC DEFENSE	20
INTELLIGENCE	10
RESIST COLD	50
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Eleh Parasite 2



STRENGTH	10
DEFENSE	50
STAMINA	14
MAGIC	25
MAGIC DEFENSE	25
INTELLIGENCE	15
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Ezuran Guard



STRENGTH	25
DEFENSE	20
STAMINA	25
MAGIC	5
MAGIC DEFENSE	35
INTELLIGENCE	5
RESIST COLD	-100
RESIST FIRE	200
RESIST ENERGY	100
SPEED	100

Tribunal



Fire Judge

Ice Judge

Energy Judge

STRENGTH	15	15	15
DEFENSE	20	20	20
STAMINA	75	75	75
MAGIC	3	3	3
MAGIC DEFENSE	45	45	45
INTELLIGENCE	5	5	5
RESIST COLD	100	200	-100
RESIST FIRE	200	-100	100
RESIST ENERGY	-100	100	200
SPEED	100	100	100

Mud Golem



STRENGTH	90
DEFENSE	15
STAMINA	35
MAGIC	3
MAGIC DEFENSE	55
INTELLIGENCE	4
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Mecha Maggot (Melee)



STRENGTH	65
DEFENSE	45
STAMINA	30
MAGIC	3
MAGIC DEFENSE	40
INTELLIGENCE	10
RESIST COLD	50
RESIST FIRE	50
RESIST ENERGY	-50
SPEED	100

Deceiver



STRENGTH	25
DEFENSE	5
STAMINA	20
MAGIC	8
MAGIC DEFENSE	10
INTELLIGENCE	2
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	80
SPEED	100

Red Sharangir Sentry



STRENGTH	75
DEFENSE	15
STAMINA	80
MAGIC	5
MAGIC DEFENSE	40
INTELLIGENCE	2
RESIST COLD	100
RESIST FIRE	-70
RESIST ENERGY	100
RESIST PIERCING	—
RESIST SLASHING	70
RESIST BLUNT	70
SPEED	80

Rococro



STRENGTH	70
DEFENSE	15
STAMINA	35
MAGIC	15
MAGIC DEFENSE	45
INTELLIGENCE	3
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	100
SPEED	100

Blue Sharangir Sentry



STRENGTH	75
DEFENSE	15
STAMINA	50
MAGIC	5
MAGIC DEFENSE	40
INTELLIGENCE	2
RESIST COLD	-70
RESIST FIRE	100
RESIST ENERGY	100
RESIST PIERCING	—
RESIST SLASHING	70
RESIST BLUNT	70
SPEED	80

Green Sharangir Sentry



STRENGTH	75
DEFENSE	25
STAMINA	50
MAGIC	5
MAGIC DEFENSE	20
INTELLIGENCE	2
RESIST COLD	100
RESIST FIRE	100
RESIST ENERGY	100
RESIST PIERCING	—
RESIST SLASHING	50
RESIST BLUNT	50
SPEED	80

Purple Sharangir Sentry



STRENGTH	95
DEFENSE	15
STAMINA	50
MAGIC	5
MAGIC DEFENSE	40
INTELLIGENCE	2
RESIST COLD	100
RESIST FIRE	100
RESIST ENERGY	-70
RESIST PIERCING	—
RESIST SLASHING	50
RESIST BLUNT	50
SPEED	80

Khargathalan Swordsman



STRENGTH	60
DEFENSE	20
STAMINA	30
MAGIC	10
MAGIC DEFENSE	30
INTELLIGENCE	10
RESIST COLD	-50
RESIST FIRE	50
RESIST ENERGY	50
RESIST PIERCING	0
RESIST SLASHING	50
RESIST BLUNT	50
SPEED	100

Khargathalan Mage



STRENGTH	55
DEFENSE	15
STAMINA	20
MAGIC	5
MAGIC DEFENSE	10
INTELLIGENCE	20
RESIST COLD	50
RESIST FIRE	50
RESIST ENERGY	-50
RESIST PIERCING	50
RESIST SLASHING	50
RESIST BLUNT	0
SPEED	100

Khargathalan Ranger



STRENGTH	75
DEFENSE	15
STAMINA	22
MAGIC	10
MAGIC DEFENSE	60
INTELLIGENCE	10
RESIST COLD	50
RESIST FIRE	-50
RESIST ENERGY	50
RESIST PIERCING	50
RESIST SLASHING	0
RESIST BLUNT	50
SPEED	100

Khargathalan Fortress



STRENGTH	55
DEFENSE	40
STAMINA	200
MAGIC	2
MAGIC DEFENSE	20
INTELLIGENCE	5
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Surdama Kir



STRENGTH	55
DEFENSE	55
STAMINA	55
MAGIC	10
MAGIC DEFENSE	20
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	50
RESIST ENERGY	0
SPEED	100

Miridan's Pass Creature



STRENGTH	200
DEFENSE	30
STAMINA	100
MAGIC	0
MAGIC DEFENSE	50
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Tempest Demon



STRENGTH	175
DEFENSE	15
STAMINA	80
MAGIC	0
MAGIC DEFENSE	90
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	50
SPEED	100

Munari Assassin



STRENGTH	23
DEFENSE	15
STAMINA	17
MAGIC	0
MAGIC DEFENSE	0
INTELLIGENCE	5
RESIST COLD	50
RESIST FIRE	-25
RESIST ENERGY	-50
SPEED	100

Xaoset



STRENGTH	35
DEFENSE	35
STAMINA	60
MAGIC	20
MAGIC DEFENSE	0
INTELLIGENCE	4
RESIST COLD	50
RESIST FIRE	-25
RESIST ENERGY	-50
SPEED	120

Spirit of Hopir



STRENGTH	35
DEFENSE	35
STAMINA	60
MAGIC	20
MAGIC DEFENSE	0
INTELLIGENCE	4
RESIST COLD	50
RESIST FIRE	-25
RESIST ENERGY	-50
SPEED	120

Nhuvasar



STRENGTH	125
DEFENSE	30
STAMINA	100
MAGIC	30
MAGIC DEFENSE	60
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	100
RESIST ENERGY	0
SPEED	100

Fury



STRENGTH	300
DEFENSE	20
STAMINA	20
MAGIC	5
MAGIC DEFENSE	40
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	100
RESIST ENERGY	0
SPEED	100

Spawn



STRENGTH	155
DEFENSE	30
STAMINA	100
MAGIC	25
MAGIC DEFENSE	60
INTELLIGENCE	30
RESIST COLD	0
RESIST FIRE	100
RESIST ENERGY	0
SPEED	100

Labyrinth of the Guardians Blood Level 1



STRENGTH	150
DEFENSE	30
STAMINA	150
MAGIC	35
MAGIC DEFENSE	20
INTELLIGENCE	10
RESIST COLD	-50
RESIST FIRE	50
RESIST ENERGY	0
SPEED	80

Labyrinth of the Guardians Blood Level 2



STRENGTH	185
DEFENSE	55
STAMINA	155
MAGIC	55
MAGIC DEFENSE	20
INTELLIGENCE	20
RESIST COLD	-50
RESIST FIRE	75
RESIST ENERGY	0
SPEED	100

Labyrinth of the Guardians Blood Level 3



STRENGTH	270
DEFENSE	85
STAMINA	235
MAGIC	85
MAGIC DEFENSE	30
INTELLIGENCE	30
RESIST COLD	-50
RESIST FIRE	100
RESIST ENERGY	0
SPEED	120

Labyrinth of the Guardians Tree Level 1



STRENGTH	60
DEFENSE	40
STAMINA	120
MAGIC	35
MAGIC DEFENSE	35
INTELLIGENCE	30
RESIST COLD	0
RESIST FIRE	-75
RESIST ENERGY	0
SPEED	120

Labyrinth of the Guardians Tree Level 2



STRENGTH	120
DEFENSE	70
STAMINA	210
MAGIC	65
MAGIC DEFENSE	65
INTELLIGENCE	50
RESIST COLD	0
RESIST FIRE	-75
RESIST ENERGY	0
SPEED	120

Labyrinth of the Guardians Tree Level 3



STRENGTH	180
DEFENSE	90
STAMINA	270
MAGIC	85
MAGIC DEFENSE	85
INTELLIGENCE	60
RESIST COLD	0
RESIST FIRE	-75
RESIST ENERGY	0
SPEED	120

Labyrinth of the Guardians Sand Level 1



STRENGTH	165
DEFENSE	40
STAMINA	60
MAGIC	25
MAGIC DEFENSE	10
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	120

Labyrinth of the Guardians Sand Level 2



STRENGTH	255
DEFENSE	25
STAMINA	90
MAGIC	25
MAGIC DEFENSE	50
INTELLIGENCE	10
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	120

Labyrinth of the Guardians Sand Level 3



STRENGTH	330
DEFENSE	40
STAMINA	150
MAGIC	35
MAGIC DEFENSE	100
INTELLIGENCE	20
RESIST COLD	0
RESIST FIRE	0
RESIST ENERGY	0
SPEED	120

Labyrinth of the Guardians Eye Level 1



STRENGTH	120
DEFENSE	20
STAMINA	75
MAGIC	40
MAGIC DEFENSE	40
INTELLIGENCE	30
RESIST COLD	20
RESIST FIRE	20
RESIST ENERGY	100
SPEED	100

Labyrinth of the Guardians Sand Level 1



STRENGTH	240
DEFENSE	30
STAMINA	110
MAGIC	75
MAGIC DEFENSE	60
INTELLIGENCE	40
RESIST COLD	20
RESIST FIRE	20
RESIST ENERGY	100
SPEED	100

Labyrinth of the Guardians Eye Level 3



STRENGTH	270
DEFENSE	40
STAMINA	135
MAGIC	100
MAGIC DEFENSE	90
INTELLIGENCE	50
RESIST COLD	20
RESIST FIRE	20
RESIST ENERGY	100
SPEED	100

Blue Labyrinth Ghost



STRENGTH	100
DEFENSE	35
STAMINA	80
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	100
RESIST FIRE	-100
RESIST ENERGY	25
SPEED	100



Red Labyrinth Ghost



STRENGTH	200
DEFENSE	35
STAMINA	80
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	-100
RESIST FIRE	100
RESIST ENERGY	10
RESIST PIERCING	100
RESIST SLASHING	100
RESIST BLUNT	0
SPEED	—

Blue Labyrinth Beast



STRENGTH	200
DEFENSE	35
STAMINA	120
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	100
RESIST FIRE	-100
RESIST ENERGY	0
RESIST PIERCING	100
RESIST SLASHING	0
RESIST BLUNT	100
SPEED	—

Yellow Labyrinth Ghost



STRENGTH	150
DEFENSE	35
STAMINA	80
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	25
RESIST FIRE	75
RESIST ENERGY	-50
RESIST PIERCING	100
RESIST SLASHING	100
RESIST BLUNT	0
SPEED	—

Red Labyrinth Beast



STRENGTH	150
DEFENSE	35
STAMINA	120
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	-100
RESIST FIRE	100
RESIST ENERGY	0
RESIST PIERCING	100
RESIST SLASHING	0
RESIST BLUNT	100
SPEED	—

Green Labyrinth Ghost



STRENGTH	150
DEFENSE	35
STAMINA	80
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	75
RESIST FIRE	50
RESIST ENERGY	50
RESIST PIERCING	100
RESIST SLASHING	100
RESIST BLUNT	0
SPEED	—

Yellow Labyrinth Beast



STRENGTH	200
DEFENSE	35
STAMINA	120
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	75
RESIST FIRE	-50
RESIST ENERGY	-50
RESIST PIERCING	100
RESIST SLASHING	0
RESIST BLUNT	100
SPEED	—

Green Labyrinth Beast



STRENGTH	200
DEFENSE	35
STAMINA	120
MAGIC	20
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	50
RESIST FIRE	50
RESIST ENERGY	50
RESIST PIERCING	100
RESIST SLASHING	0
RESIST BLUNT	100
SPEED	—

Labyrinth Yellow Living Armor



STRENGTH	225
DEFENSE	35
STAMINA	160
MAGIC	30
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	50
RESIST FIRE	100
RESIST ENERGY	-50
RESIST PIERCING	0
RESIST SLASHING	100
RESIST BLUNT	100
SPEED	—

Labyrinth Blue Living Armor



STRENGTH	225
DEFENSE	35
STAMINA	160
MAGIC	30
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	200
RESIST FIRE	-100
RESIST ENERGY	25
RESIST PIERCING	0
RESIST SLASHING	100
RESIST BLUNT	100
SPEED	—

Labyrinth Green Living Armor



STRENGTH	225
DEFENSE	35
STAMINA	160
MAGIC	30
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	100
RESIST FIRE	-50
RESIST ENERGY	75
RESIST PIERCING	0
RESIST SLASHING	100
RESIST BLUNT	100
SPEED	—

Labyrinth Red Living Armor



STRENGTH	225
DEFENSE	35
STAMINA	160
MAGIC	30
MAGIC DEFENSE	60
INTELLIGENCE	50
RESIST COLD	-100
RESIST FIRE	200
RESIST ENERGY	25
RESIST PIERCING	0
RESIST SLASHING	100
RESIST BLUNT	100
SPEED	—

Yellow Living Armor



STRENGTH	90
DEFENSE	30
STAMINA	50
MAGIC	20
MAGIC DEFENSE	70
INTELLIGENCE	5
RESIST COLD	0
RESIST FIRE	100
RESIST ENERGY	0
SPEED	100

Blue Living Armor



STRENGTH	90
DEFENSE	30
STAMINA	50
MAGIC	20
MAGIC DEFENSE	70
INTELLIGENCE	5
RESIST COLD	100
RESIST FIRE	0
RESIST ENERGY	0
SPEED	100

Uses gained from using Soul Consumption on Monsters

The Effects of Soul Consumption

ENEMY	RESULT
MUNARI PIRATE	REDEMPTION
SUDANI PIRATE	SOUL SEARCH
RED ISLAND GHOST	REDEMPTION
BLUE ISLAND GHOST	VITALIZE
PURPLE ISLAND GHOST	SOUL SEARCH
TREE MONSTER	REDEMPTION
URATH CRUSADER	NONE
INDUBAL EXECUTIONER	REDEMPTION
INDUBAL GUARDIAN	SOUL SEARCH
ELEH MONSTER	REDEMPTION
GALDYRAN SOLDIER	SOUL TRANSFER
ZOMBIE	HASTE
UNSEEN GUARDIAN (RANGED)	REDEMPTION, OMEN
UNSEEN GUARDIAN (MELEE)	SOUL SEARCH, BEGUIL
UNSEEN BEAST	VITALIZE
ELEH SPIDER	REDEMPTION
TUSK WOLF	SOUL SEARCH
ELEH PARASITE	REDEMPTION
EZURAN GUARDIAN	NONE
DECEIVER	SOUL SEARCH
ROCOURO	REDEMPTION, SOUL SEARCH
MUD GOLEM	SOUL SEARCH, VITALIZE
MECHA MAGGOT	NONE
RED SHARANGIR MONSTER	REDEMPTION, SOUL SEARCH
BLUE SHARANGIR MONSTER	REDEMPTION, SOUL SEARCH
GREEN SHARANGIR MONSTER	VITALIZE, HASTE
PURPLE SHARANGIR MONSTER	VITALIZE, HASTE
KHARGATHALAN SWORDSMAN	SOUL TRANSFER, REDEMPTION
KHARGATHALAN MAGE	HASTE, BEGUIL
KHARGATHALAN RANGER	URATH PRAYER
TEMPEST DEMON	REDEMPTION, SOUL TRANSFER, URATH PRAYER
UNDEAD SOLDIER	SOUL SEARCH, INFERNO
YELLOW LIVING ARMOR	SOUL TRANSFER
BLUE LIVING ARMOR	OMEN, VITALIZE
PURPLE LIVING ARMOR	OMEN, VITALIZE
ODONI PRIESTESS	OMEN



Items Gained From Monsters

Frequently monsters drop items after you have defeated them. Other times, using their Stealth skills, Sangaril can steal from monsters and get various items that way. Common items are dropped 10% of the time. Rare items are dropped 5% at the time.

The Tempest

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEMS THAT SANGARIL CAN STEAL
MUNARI PIRATE	ICICLE SCROLL	TEOMURAN SHIELD	AP RESTORE
SUDANI PIRATE	PIRATE INSIGNIA RING	TEOMURAN MACE	PROTECT 1 SCROLL
PIRATE CAPTAIN	FLAMING CUTLASS	—	—

Isle of Teomura

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
RED ISLAND GHOST	CURE POTION	—	CURE SCROLL
BLUE ISLAND GHOST	FIRE ARROW SCROLL	—	RESIST SLASHING CHAIN
TREE MONSTER	RESURRECT SCROLL	BRAINWORM	INTELLIGENCE CHAIN
PURPLE ISLAND GHOST	HEALTH TONIC	TEOMURAN DAGGER	RESURRECT SCROLL

Imperial Sepulchre

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
URATH CRUSADER	CRUSADER SWORD	—	TEOMURAN IRON COLLAR
TEMPEST MONSTER 1	CURE AND HEALTH POTIONS	CURSE 1 SCROLL	DRAIN SCROLL

Prison of Indubal

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
INDUBAL EXECUTIONER	—	STRENGTH CHAIN	GALDYR GLOVES
INDUBAL GUARDIAN	—	ENERGY 2 SCROLL	GALDYR LEGGINGS
GALDYRAN SOLDIER	SHORT SWORD	MAIA GALDYRAN SHIELD	GALDYR CUIRASS
ZOMBIE	—	PAIN SCROLL	GALDYR BOOTS
AZRAMAN	GALDYR RING	—	—

Adytum of the Unseen

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
UNSEEN GUARD (RANGED)	ENERGY 2 SCROLL	—	IARI WHITE GEM
UNSEEN GUARD (MELEE)	ENERGY 2 SCROLL	—	EYE COVERED BAND
UNSEEN SUMMON	IARI RED GEM	—	IARI CYAN GEM

Eleh

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
ELEH SPIDER	ICICLE 2 SCROLL	—	DEFENSE AMULET
TUSK WOLF	—	ENCHANT COLD SCROLL	MUNARI BOOTS
ALPHA TUSK WOLF	TUSK WOLF PELT	—	—
ELEH PARASITE 1	COLD PROTECT SCROLL	—	C: COLD RING
ELEH PARASITE 2	FIRE PROTECT SCROLL	—	C: FIRE RING
EZURAN GUARD FIRE	—	—	ICE BAND
EZURAN GUARD ICE	—	—	FIRE BAND

Tribunal

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
FIRE JUDGE	D: FIRE RING	—	—
ICE JUDGE	D: COLD RING	—	—
ENERGY JUDGE	D: ENERGY RING	—	—



Bibliopolis

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
TUSK WOLF	AP RESTORE 2	REGENERATE SCROLL	BOW RING
DECEIVER	HEALTH LEVEL 2	SLEEP SCROLL	VOIDSTONE

Vandal's Ruins

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
VANDAL	STAFF RING	—	—
NEPENTHES	SPEED AMULET	—	—

Ushandal's Lair

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
LOGOSARCH	INTELLIGENCE AMULET	ENERGY BAND	—
USHANDAL	ENERGY ATTACK RING, IARI BLUE GEM	—	—

NOTE

All bosses are immune to death or poison spells.

Paludal's Bridge

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
ROCOGRO	IARI WHITE GEM L2	REGENERATE SCROLL	IARI RED GEM L5
MUD GOLEM	IARI GREEN GEM L2	IARI YELLOW GEM	IARI ORANGE GEM
PALUDAL	IARI BLACK GEM	—	—

Sharangir Caves

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
MECHA MAGGOT (RANGED)	POISON SCROLL	IARI BLUE GEM L5	—
MECHA MAGGOT (MELEE)	TWILIGHT MACE	IARI PURPLE GEM L5	—

Tower of the Ancients

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
RED SHARANGIR MONSTER	AP RESTORE L2	IARI FIRE ARM	IARI ORANGE GEM L5
BLUE SHARANGIR MONSTER	HEALTH L2	IARI ICE ARM	IARI WHITE GEM L5
GREEN SHARANGIR MONSTER	IARI YELLOW GEM L5	CONCENTRATION RING	—
PURPLE SHARANGIR MONSTER	IARI CYAN GEM L5	REGENERATE RING	—
SHARANGIR	TWILIGHT RING, CHRYSOPOMP MASK, AXE MOLD	—	—

Kargathalan

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
SWORDMAN	—	SWORD RING	TWILIGHT FIRE ARMS
MAGE	—	RUNE AMULET	TWILIGHT ICE ARMS
RANGER	—	RESIST PIERCING PENDANT	TWILIGHT ENERGY ARMS

Miridan's Pass

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
TEMPEST DEMON	CURSE 2 SCROLL	OMEN SCROLL	COMPLETE HEAL SCROLL
EVIL CREATURE	BLUNT TALISMAN	—	—

Tamirath Citadel

MONSTER	COMMON ITEM DROPPED	RARE ITEM DROPPED	ITEM THAT CHARACTERS CAN STEAL
UNDEAD SOLDIER	—	HOLY SCROLL	WILLPOWER RING
YELLOW LIVING ARMOR	—	FIRE 3 SCROLL	PARRY RING
BLUE LIVING ARMOR	—	ICICLE 3 SCROLL	SPEED WARD
PURPLE LIVING ARMOR	—	ENERGY 3 SCROLL	C: ENERGY RING

Weapons and Armor

Many different kinds of weapons and armor exist in Summoner 2, all of which can be found by defeating enemies, opening treasure chests, or purchasing them from vendors.

With the weapons, you can exact several kinds of damage: slicing, blunt, piercing, and energy.

Each character uses these weapons differently. For example, Sangaril does not fight with a shield, but instead uses either two-handed weapons, or a sword in each hand. Other characters, such as Maia, tend to hold a weapon in one hand and a shield in the other.

There are six types of weapons:

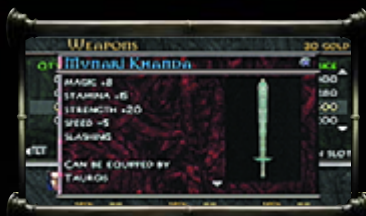
Sword Staff
 Axe Bow
 Hammer Energy

All of these weapons can be found by defeating enemies, opening treasure chests, or purchasing them from vendors.

Shields

NAME	WHERE TO FIND IT
HALASSAR SHIELD	MAIA'S DEFAULT SHIELD
UNSEEN SHIELD	DROPPED BY UNSEEN GUARDIANS
INVINCIBLE SHIELD	RECEIVED FROM COMPLETING GENERAL KOSI'S MIQUEST IN THE PALACE OF HALASSAR
MASK SHIELD	BUY FROM THE CHRYSOPOMP
MUNARI SHIELD	BUY FROM KELECHI
GALDYR SHIELD	BUY FROM KELECHI
TEOMURAN SHIELD	DROPPED BY FEMALE PIRATES IN TEMPEST, ISLE OF TEOMURA, AND PRINCE NERU'S LAIR

Swords



Swords and Daggers

NAME	WHERE FOUND	STATS	BONUSES	WHO CAN USE IT
BLADE OF WISDOM	RECEIVED FROM PROVOST YAKANAT	INT +5, MAG +10, NIMBLE ATK +1, STR +90	—	MAIA
MUNARI CLAYMORE	FOUND IN CRATES IN MUNARI HARBOR, BOUGHT FROM DZOMA	STR +30, SPD -8	—	TAURGIS
TWILIGHT CLAYMORE	BOUGHT FROM CHRYSOPOMP	STR +50, SPD -5	—	TAURGIS
ILGERD'S CLAYMORE	FOUND IN A CHEST IN TAMIRATH CITADEL	STR +100	ICE SHIELD, ENCHANT COLD	TAURGIS
CURSEBLADE	BOUGHT IN HALASSAR (ACT 5)	STR +55, SPD +5	20% CHANCE OF CASTING LEVEL 10 CURSE PER HIT	MAIA
FLAMING CUTLASS	RECEIVED AFTER DEFEATING PIRATE CAPTAIN	STR +8, SPD +5	FIRE, 30% CHANCE OF CASTING FIRE ARROW	MAIA
DAGGER OF DEATH	RECEIVED AFTER BEATING SAND 1 IN THE LABYRINTH	MAG +10, STR +30, SPD +10	20% CHANCE OF CASTING LEVEL 10 DEATH PER HIT	SANGARIL
DAGGER OF PAIN	RECEIVED IN WYRM OF VENGEANCE MINIQUEST, BOUGHT IN HALASSAR IN ACT FIVE	MAG +10, STR +30, SPD +5	30% CHANCE OF CASTING LEVEL 10 DART PER HIT	MAIA, SANGARIL
ICE DAGGER	DROPPED BY INDUBAL SOLDIER, BOUGHT FROM SHENOBI	STR +8, SPD +10	—	MAIA, SANGARIL
TEOMURAN DAGGER	RECEIVED FROM IRON CASE MINIQUEST ON THE ISLE OF TEOMURA, DROPPED BY ISLAND GHOSTS	MAG +3, STR +8, SPD +10	—	MAIA, SANGARIL
TWILIGHT DAGGER	BOUGHT FROM CHRYSOPOMP	MAG +8, STR +20, SPD +5	—	SANGARIL
JUTTE	SANGARIL'S DEFAULT WEAPON	STR +8	—	SANGARIL
ILGERD'S KATANA	BOUGHT IN HALASSAR, ACT 5	STR +50, SPD +5	30% CHANCE OF CASTING LEVEL 10 ICICLE PER HIT	
HARADI KATANA	RECEIVED IN THE LORD OF HARADI PETITION MINIQUEST	STR +70	LEVEL 10 HASTENED	SANGARIL
JIHANA'S KATANA	FOUND IN A WEAPON RACK IN SANGARIL'S INDUBAL RUN	STR +9, SPD +5	—	SANGARIL
MUNARI KATANA	DROPPED BY MUNARI ASSASSINS IN THE RUINS OF HOPIRIS, BOUGHT FROM DZOMA	STR +18, SPD +5	—	SANGARIL
TWILIGHT KATANA	BOUGHT FROM CHRYSOPOMP	STR +30, SPD +5	—	SANGARIL
UBENNA'S KATANA	WON AFTER SANGARIL PLAYS THE SHELL GAME IN HOUSE AZURE	STR +7, SPD +5	ENERGY	SANGARIL
KHANDA	CHEST IN PALACE OF HALASSAR, BOUGHT FROM SHENOBI	MAG +3, STAM +5, STR +8, SPD -5	—	TAURGIS
MIND SPIKE KHANDA	BOUGHT IN HALASSAR, ACT 5	MAG +25, STAM +30, STR +50, SPD -5	10% CHANCE OF CASTING LEVEL 10 MIND SPIKE PER HIT	TAURGIS
SANDUMAR'S KHANDA	RECEIVED AFTER DEFEATING THE SUPER SUMMON IN THE LABYRINTH	MAG +30, STAM +40, STR +60	LEVEL 10 BOOSTED	TAURGIS
TWILIGHT KHANDA	BOUGHT FROM CHRYSOPOMP	STR +15, STAM +25, STR +30, SPD -5	—	TAURGIS
GALDYRAN SCIMITAR	DROPPED BY EMISSARY, BOUGHT FROM SHENOBI	STR +10, SPD +5	—	MAIA
TWILIGHT SCIMITAR	BOUGHT FROM CHRYSOPOMP	STR +33, SPD +5	—	MAIA
CRUSADER SWORD	DROPPED BY URATH CRUSADERS	STR +11	—	MAIA
GITHIRAN'S SWORD	RECEIVED AFTER DEFEATING EYE 1 IN THE LABYRINTH	STR +95	—	MAIA
GLIMMERING SWORD	RECEIVED WHEN YOU GIVE FAELIN THE WAR SONG	STR +12, SPD +5	—	MAIA
HALASSAR SWORD	MAIA'S DEFAULT WEAPON	STR +10	—	MAIA
INDUBAL SWORD	STOLEN FROM A CHEST IN INDUBAL	MAG +6, STR +15	—	MAIA
KHARGATHALAN SWORD	BOUGHT FROM CHRYSOPOMP	STR +35	—	MAIA
MUNARI SWORD	BOUGHT FROM DZOMA	MAG +5, STR +20	—	MAIA
PROPHET SWORD	BOUGHT IN HALASSAR (ACT 5)	STR +60	—	MAIA
PTAS' SWORD	DROPPED BY PTAS IN PRISON OF INDUBAL	STR +20	—	MAIA
TWILIGHT SWORD	BOUGHT FROM CHRYSOPOMP	MAG +17, STR +35	—	MAIA
VELLIS' SWORD	GIVEN TO KROBELUS BY LORD VELLIS IN MUNARI CITY HARBOR	STR +22	—	MAIA
VELLUM SWORD	RECEIVED FROM SPIRIT VELLUM FOLDER IN THE PRISON OF INDUBAL	MAG +15, STR +15, SPD +5	—	MAIA
SHORT SWORD	DROPPED BY GALDYRAN SOLDIERS, BOUGHT FROM SHENOBI	STR +12	—	MAIA
WAKAZASHI	SANGARIL'S DEFAULT WEAPON	STR +7, SPD +5	—	SANGARIL

Axes



Axes				
NAME	WHERE FOUND	STATS	BONUSES	WHO CAN USE IT
BATTLE AXE	TAURGIS'S DEFAULT WEAPON, DROPPED BY URATH CRUSADERS	STR +15, SPD -5	—	TAURGIS
HARADI BATTLE AXE	RECEIVED IN LORD HARADI PETITION MINIQUEST	STR +100	LEVEL 10 FIRE SHIELD, ENCHANT FIRE	TAURGIS
NAMMU BATTLE AXE				
TWILIGHT BATTLE AXE	BOUGHT FROM CHRYSOPOMP	STR +50, SPD -5	—	TAURGIS



Hammers and Maces

Hammers and Maces				
NAME	WHERE FOUND	STATS	BONUSES	WHO CAN USE IT
MUNARI HAMMER	BOUGHT FROM DZOMA	MAG +20, STR +20, SPD +5	—	MORBAZAN
ENERGY HAMMER	BOUGHT IN HALASSAR (ACT 5)	MAG +60, STR +60, SPD -5	LEVEL 10 ENERGY SHIELD	MORBAZAN
HEAVY HAMMER	MORBAZAN'S DEFAULT WEAPON	STR +9, SPD +5	—	MORBAZAN
SOUL HAMMER	RECEIVED AFTER DEFEATING TREE 1 IN THE LABYRINTH	MAG +75, STR +75	MASTERY SOUL CONSUMPTION, LEVEL 20 PROTECTED	MORBAZAN
TWILIGHT HAMMER	BOUGHT FROM CHRYSOPOMP	MAG +35, STR +35, SPD -5	—	MORBAZAN
WARHAMMER	BOUGHT FROM SHENOBI	STR +15, SPD -5	—	TAURGIS
ENERGY WARHAMMER	BOUGHT FROM SHENOBI	STR +15, SPD -5	ENERGY	TAURGIS
ICE WARHAMMER	BOUGHT FROM SHENOBI	STR +15, SPD -5	ICE	TAURGIS
ILGERD'S WARHAMMER	BOUGHT IN HALASSAR (ACT 5)	STR +80, SPD -5	30% CHANCE OF CASTING LEVEL 10 ICICLE PER HIT	TAURGIS
TAGAN'S WARHAMMER	RECEIVED IF TAURGIS FREES AZRAMAN IN TAMIRATH CITADEL	STR +100	LEVEL 10 PROTECTED, LEVEL 10 REGENERATION	TAURGIS
USHANDAL WARHAMMER	BOUGHT FROM CHRYSOPOMP	STR +50, SPD -5	—	TAURGIS
MACE	DROPPED BY URATH CRUSADERS, BOUGHT FROM SHENOBI	STR +8, SPD +10	—	MAIA
FIRE MACE	BOUGHT FROM SHENOBI	MAG +5, STR +10	FIRE	MAIA
FIRE ARROW MACE	BOUGHT IN HALASSAR (ACT 5)	MAG +30, STR +60	30% CHANCE OF CASTING LEVEL 10 FIRE ARROW PER HIT	MAIA
GITHIRAN'S MACE	RECEIVED AFTER DEFEATING BLOOD 1 IN THE LABYRINTH	MAG +45, STR +90	LEVEL 10 PROTECTED, LEVEL 10 EMPOWERED	MAIA
TEOMURAN MACE	DROPPED BY PIRATES, FOUND IN WEAPON RACK IN NERU'S LAIR	STR +10	—	MAIA
TWILIGHT MACE	DROPPED BY MECCHA MAGGOTS, BOUGHT FROM CHRYSOPOMP	MAG +17, STR +35	—	MAIA





Staves and Halberds

Staves and Halberds

NAME	WHERE FOUND	STATS	BONUSES	WHO CAN USE IT
METAL ROD	DROPPED AFTER DEFEATING KROBELUS, BOUGHT FROM SHENOBI	MAG +10, ENERGY +1, STR +8	—	KROBELUS, YAGO
TWILIGHT ROD	BOUGHT FROM CHRYSOPOMP	MAG +35, STR +28	—	KROBELUS, YAGO
VORTEX ROD	GAINED AFTER DEFEATING TWILIGHT BOSS	INT +5, MAG +55, STR +45	20% CHANCE OF CASTING LEVEL 10 DRAIN PER HIT	KROBELUS, YAGO
STAFF OF FAITH	RECEIVED FROM DANA ELANA HALASSAR MINIQUEST	MAG +65, INT +5, MAG DEF +10, STR +65, SPD -5	AP REGENERATION X 150%	KROBELUS, YAGO
GITHIRAN'S STAFF	RECEIVED AFTER DEFEATING IMARBETH IN THE TAMIRATH CITADEL	MAG +50, INT +10, STR +50, SPD -5	—	KROBELUS, YAGO
TWILIGHT STAFF	BOUGHT FROM CHRYSOPOMP	MAG +30, STR +30, SPD -5	—	KROBELUS, YAGO
WOODEN STAFF	KROBELUS'S DEFAULT WEAPON	STR +10, SPD -5	—	KROBELUS, YAGO
HALBERD	BOUGHT FROM SHENOBI	STR +15, SPD -5	—	TAURGIS
HALBERD OF PAIN	BOUGHT IN HALASSAR (ACT 5)	STR +80, SPD -5	30% CHANCE OF CASTING LEVEL 10 DART PER HIT	TAURGIS
MUNARI HALBERD	BOUGHT FROM DZOMA	STR +30, SPD -5	—	TAURGIS
TWILIGHT HALBERD	BOUGHT FROM CHRYSOPOMP	STR +50, SPD -5	—	TAURGIS
UBENNA'S HALBERD	FOUND IN TREASURE CHEST UNDER STAIRS IN TAMIRATH CITADEL	STR +100	LEVEL 10 ENERGY SHIELD	TAURGIS



Crossbow Weapons

Crossbow Weapons

NAME	WHERE FOUND	STATS	BONUSES	WHO CAN USE IT
CROSSBOW	DROPPED BY TEOMURAN PIRATE, TAKEN FROM WEAPON RACK IN PRISON OF INDUBAL	STR +21, SPD -5	—	SANGARIL
HARADI CROSSBOW	RECEIVED FROM LORD OF HARADI PETITION MINIQUEST	MAG DEF +10, MAG +25, STR +100	10% CHANCE OF CASTING LEVEL 10 FROSTBITE PER HIT	SANGARIL
MIOKA'S CROSSBOW	RECEIVED AFTER COMPLETING THE WOODEN CASE MINIQUEST ON THE ISLE OF TEOMURA	MAG +8, STR +30, SPD -5	—	SANGARIL
MUNARI CROSSBOW	BOUGHT FROM DZOMA	STR +33, SPD +5	—	SANGARIL
TWILIGHT CROSSBOW	BOUGHT FROM CHRYSOPOMP	STR +49, SPD -5	—	SANGARIL



Energy Weapons

Energy Weapons

NAME	WHERE FOUND	STATS	BONUSES	WHO CAN USE IT
ENERGY ARM	DEFAULT	STR +34, SPD -5	BLUNT, ENERGY	IARI
FIRE ARM	DROPPED BY SHARANGIR MONSTERS	STR +34, SPD -5	FIRE	IARI
ICE ARM	DROPPED BY SHARANGIR MONSTERS	STR +34, SPD -5	ICE	IARI
SUPREME ARM	RECEIVED AFTER DEFEATING KHARGATHALAN	STR +100, SPD -5	MASTERY POWER SOURCES	IARI

Armor

Pieces of armor can be found throughout the game, gleaned from raiding treasure chests, defeating enemies, and visiting merchants.

Armor				
NAME	WHERE FOUND	STATS	BONUSES	WHO CAN USE IT
BATTLE BOOTS	BOUGHT FROM KELECHI IN MUNARI CITY	STAM +3, INT +2, SPD -3, DEF +5	—	NERU, SANGARIL, MORBAZAN
GALDYR BOOTS	BOUGHT FROM KELECHI IN MUNARI CITY	STAM +7, SPD -3, DEF +5	—	MAIA, TAURGIS
INDUBAL BOOTS	FOUND IN TREASURE CHEST IN SANGARIL'S RUN THROUGH THE PRISON OF INDUBAL	STAM +10, SPD -3, DEF +5	—	MAIA, TAURGIS
MUNARI BOOTS	BOUGHT FROM KELECHI IN MUNARI CITY	MAG DEF +2, STAM +3, INT +2, SPD -1, DEF +3	—	MAIA, TAURGIS
PROPHET BOOTS	RECEIVED FROM GRAND SENESCHAL AFTER COMPLETING HIS ADVISOR MINIQUEST IN THE PALACE OF HALASSAR	MAG DEF +2, INT +3, STAM +25, SWORD +1, HALASSAR COMBAT +1, NIMBLE ATK +1, SPD -8, DEF +15	—	MAIA
REGEN BOOTS	FOUND IN A TREASURE CHEST IN THE FINAL ROOM OF THE TOME OF NHUVASARIM LEVEL	MAG DEF +2, INT +3, STAM +15, SPD -8, DEF +15	LEVEL 7 REGENERATION	ALL
SUPREME BOOTS	BOUGHT IN HALASSAR (ACT 5)	MAG DEF +2, INT +3, STAM +15, SPD -8, DEF +15	—	ALL
TWILIGHT BOOTS	BOUGHT FROM CHRYSOPOMP	MAG DEF +7, INT +8, SPD -5, DEF +7	—	ALL
ANIMA CUIRASS	RECEIVED AFTER DEFEATING BLOOD 3 IN THE LABYRINTH	STAM +10, MAG DEF +3, NECRO +1, SPD -10, DEF +25	10% CHANCE OF CASTING LEVEL 10 HEAL WHEN HIT	MAIA
AVENGER CUIRASS	RECEIVED AFTER DEFEATING EYE 3 IN THE LABYRINTH	STAM +10, MAG DEF +10, SPD -10, DEF +30	5% CHANCE OF CASTING LEVEL 10 PROTECT WHEN HIT	TAURGIS
BATTLE CUIRASS	BOUGHT FROM KELECHI IN MUNARI CITY	SPD -5, DEF +10	—	NERU, SANGARIL, MORBAZAN
GALDYR CUIRASS	BOUGHT FROM KELECHI IN MUNARI CITY	SPD -5, DEF +10	—	MAIA, TAURGIS
JIHANA'S CUIRASS	RECEIVED AFTER DEFEATING SAND 3 IN THE LABYRINTH	INT +5, STAM +10, MAG DEF +3, SPD -10, DEF +25	POISON WARD	SANGARIL
LEVIATHAN CUIRASS	CONFISCATED FROM ADMIRAL ZORADIN WHEN YOU GIVE HIM 500 GOLD IN PETITION MINIQUEST	STAM +10, STR +20, MAG DEF +20, SPD -10, DEF +25	—	NERU
MUNARI CUIRASS	BOUGHT FROM KELECHI IN MUNARI CITY	MAG DEF +3, SPD -3, DEF +8	—	MAIA, TAURGIS
PROPHET CUIRASS	FOUND IN TREASURE CHEST IN TAMIRATH CITADEL'S GARDEN MAZE	INT +10, MAG +10, MAG DEF +3, SPD -10, DEF +20	—	YAGO
SPIRIT CUIRASS	RECEIVED AFTER DEFEATING TREE 3 IN THE LABYRINTH	INT +5, MAG +10, MAG DEF +10, SPD -10, DEF +20	—	MORBAZAN
SUPREME CUIRASS	PURCHASED IN HALASSAR (ACT 5)	MAG DEF +3, SPD -10, DEF +25	—	ALL
TWILIGHT CUIRASS	BOUGHT FROM CHRYSOPOMP	MAG DEF +15, SPD -7, DEF +15	—	ALL
VELLUM CUIRASS	RECEIVED FROM SPIRIT VELLUM FOLDER IN THE PRISON OF INDUBAL	SPD -5, DEF +10	RESIST PIERCING +10	MAIA, TAURGIS
CELESTIAL GAUNTLETS	FOUND IN TREASURE CHEST IN THE TAMIRATH CITADEL GARDEN MAZE	MAG DEF +1, INT +3, STAM +15, SPD -8, DEF +15	DEATH WARD	NERU
DISCIPLE GAUNTLETS	RECEIVED AFTER DEFEATING TREE 2 IN THE LABYRINTH	MAG DEF +1, INT +3, STAM +15, SPD -8, DEF +15	MIND WARD	MORBAZAN
DRAGON GAUNTLETS	RECEIVED AFTER DEFEATING SAND 2 IN THE LABYRINTH	MAG DEF +1, INT +3, STAM +15, SPD -8, DEF +15	RESIST FIRE +20	SANGARIL
ENERGY GAUNTLETS	RECEIVED FROM WHITE CHRYSOPOMP DURING THE WHITE TRIBUNAL MASK MINIQUEST IN THE TEMPLE OF ARCHONS	MAG DEF +7, INT +8, SPD -5, DEF +7	ENERGY	ALL
FIRE GAUNTLETS	RECEIVED FROM BLUE TRIBUNAL NPC IN THE MASK OF THE PERDUELLION MINIQUEST IN THE TEMPLE OF THE ARCHONS	MAG DEF +7, INT +8, SPD -5, DEF +7	FIRE	ALL
FURY GAUNTLETS	RECEIVED AFTER DEFEATING BLOOD 2 IN THE LABYRINTH	MAG DEF +1, INT +3, STAM +15, SPD -8, DEF +15	STRENGTH WARD	MAIA
ICE GAUNTLETS	RECEIVED FROM YELLOW ARCHON IN YELLOW CHRYSOPOMP MASK MINIQUEST IN THE TEMPLE OF THE ARCHONS	MAG DEF +7, INT +8, SPD -5, DEF +7	ICE	ALL
TITAN GAUNTLETS	RECEIVED AFTER DEFEATING EYE 2 IN THE LABYRINTH	MAG DEF +1, INT +3, STAM +15, SPD -8, DEF +15	LEVEL 10 EMPOWERED	TAURGIS
BATTLE GLOVES	BOUGHT FROM KELECHI IN MUNARI CITY	STAM +3, INT +2, SPD -3, DEF +5	—	NERU, SANGARIL, MORBAZAN
FORTITUDE GLOVES	FOUND IN A TREASURE CHEST IN THE LARGE FIRST ROOM OF THE TOME OF THE NHUVASARIM LEVEL	MAG DEF +1, INT +3, STAM +15, SPD -8, DEF +15	LEVEL 30 PROTECTED	YAGO
GALDYR GLOVES	BOUGHT FROM KELECHI IN MUNARI CITY	STAM +7, SPD -3, DEF +5	—	MAIA, TAURGIS
MUNARI GLOVES	BOUGHT FROM KELECHI IN MUNARI CITY	MAG DEF +1, STAM +3, INT +2, SPD -1, DEF +3	—	MAIA, TAURGIS
SUPREME GLOVES	BOUGHT IN HALASSAR (ACT 5)	MAG DEF +1, INT +3, STAM +15, SPD -8, DEF +15	—	ALL
TWILIGHT GLOVES	BOUGHT FROM THE CHRYSOPOMP	MAG DEF +7, INT +2, SPD -5, DEF +7	—	ALL
BATTLE LEGGINGS	BOUGHT FROM KELECHI IN MUNARI CITY	SPD -4, DEF +8	—	NERU, SANGARIL, MORBAZAN
GALDYR LEGGINGS	BOUGHT FROM KELECHI IN MUNARI CITY	SPD -4, DEF +8	—	MAIA, TAURGIS
MUNARI LEGGINGS	BOUGHT FROM KELECHI IN MUNARI CITY	MAG DEF +2, SPD -2, DEF +6	—	MAIA, TAURGIS
SPEED LEGGINGS	FOUND IN TREASURE CHEST ACROSS FROM LUMINAR IN TOME OF THE NHUVASARIM LEVEL	MAG DEF +2, DEF +20	LEVEL 10 HASTENED	ALL
SUPREME LEGGINGS	BOUGHT IN HALASSAR (ACT 5)	MAG DEF +2, SPD -9, DEF +20	—	ALL
TWILIGHT LEGGINGS	BOUGHT FROM THE CHRYSOPOMP	MAG DEF +10, SPD -6, DEF +10	—	ALL
UNSEEN SHIELD	DROPPED BY UNSEEN GUARDS	SPD -5, DEF +10	RESIST ENERGY +20	MAIA

Necklaces and Rings

Necklaces and Rings can also be equipped to boost the stats of characters and give them certain bonuses. They are found throughout the game by raiding treasure chests, picking up items dropped by enemies, and purchasing items from shopkeepers and merchants. All characters can equip necklaces. Iari cannot equip rings. Therefore, in the Ring table below, "All" means everyone except Iari.

Necklaces

NAME	STATS	BONUSES	DROPPED BY ENEMIES?	WHO CAN USE IT
BLUNT AMULET	BLUNT RESIST +50	—	Y	ALL
DEFENSE AMULET	DEFENSE +20%	—	Y	ALL
GOLD FROG AMULET	—	IMMUNE TO DEATH SPELLS	N	ALL
SILVER FROG AMULET	—	IMMUNE TO CHARM, CONFUSE, BERSERK	N	ALL
MASTERY AMULET	INT +20	—	Y	ALL
MAGIC AMULET	MAG +20	—	Y	ALL
RUNE AMULET	MAG DEF +20	—	Y	ALL
SLASHING AMULET	SLASH RESIST +50	—	Y	ALL
SPEED AMULET	SPEED +10	—	Y	ALL
STAMINA AMULET	STAMINA +20	—	Y	ALL
STRENGTH AMULET	STRENGTH +20	—	Y	ALL
EYE COVERED BAND	MAG DEF +10	—	Y	ALL
MASTERY CHAIN	INT +5	—	Y	ALL
RUNE CHAIN	MAG DEF 5	—	Y	ALL
SLASHING CHAIN	SLASH RESIST +10	—	Y	ALL
SPEED CHAIN	SPD +5	—	Y	ALL
STAMINA CHAIN	STAM +5	—	Y	ALL
STRENGTH CHAIN	STR +5%	—	Y	ALL
CONTROL COLLAR	DEF +10%	—	Y	ALL
SPIKED COLLAR	PIERCE RESIST +10	—	Y	ALL
IRON COLLAR	DEF +5%	—	Y	ALL
ALOMDIR NECKLACE	MAG +50	—	N	ALL
GITHIRAN'S NECKLACE	—	WARRIOR +2	N	MAIA, TAURGIS, NERU
STEEL NECKLACE	ENERGY RESIST +10	—	Y	ALL
VELLUM NECKLACE	BLUNT RESIST +10	—	N	ALL
NECKLACE OF WEAL	—	BOOSTED +10	Y	ALL
TATTERED NOOSE	MAG +5	—	Y	ALL
MASTERY PENDANT	INT +10	—	Y	ALL
MAGIC PENDANT	MAG +10	—	Y	ALL
PIERCING PENDANT	PIERCE RESIST +50	—	Y	ALL
SLASHING PENDANT	SLASH RESIST +100	—	N	ALL
STAMINA PENDANT	STAM +10	—	Y	ALL
STRENGTH PENDANT	STRENGTH +10%	—	Y	ALL
BLUNT TALISMAN	BLUNT RESIST +100	—	N	ALL
DEFENSE TALISMAN	DEFENSE +50%	—	N	ALL
MASTERY TALISMAN	INT +50	—	N	ALL
PIERCING TALISMAN	PIERCE RESIST +100	—	N	ALL
RUNE TALISMAN	MAG DEF +50	—	Y	ALL
SPEED TALISMAN	SPD +30	—	N	ALL
STAMINA TALISMAN	STAM +50	—	N	ALL
STRENGTH TALISMAN	STR +50%	—	Y	ALL
MAGIC WARD	—	IMMUNE TO AP DRAINING ATTACKS	N	ALL
POISON WARD	—	IMMUNE TO POISON ATTACKS	N	ALL
SENSE WARD	—	IMMUNE TO BLIND, SILENCE	N	ALL
SPEED WARD	—	IMMUNE TO SLOW, ENSNARED, HASTE	Y	ALL
STRENGTH WARD	STRENGTH WARD	IMMUNE TO CRIPPLE, WEAK, EMPOWER	Y	ALL
TIME WARD	TIME WARD	IMMUNE TO PARALYZE, SLOW, HASTE	Y	ALL

Rings

NAME	STATS	BONUSES	DROPPED BY ENEMIES?	WHO CAN USE IT
PIRATE INSIGNIA RING	DEF +5%	—	Y	ALL
C: COLD RING	—	CIRCLE COLD +2	Y	KROBELUS, YAGO, MORBAZAN
C: ENERGY RING	—	CIRCLE ENERGY +2	Y	IARI, KROBELUS, YAGO
C: FIRE RING	—	CIRCLE FIRE +2	Y	MAIA, YAGO
C: HEAL RING	—	CIRCLE HEAL +2	Y	NERU, KROBELUS, YAGO
C: HOLY RING	—	CIRCLE HOLY +2	N	NERU, KROBELUS
C: NECRO RING	—	CIRCLE NECRO +2	Y	MAIA, MORBAZAN
C: PAIN RING	—	CIRCLE PAIN +2	Y	MORBAZAN
IBARNIBI'S FIRE RING	—	CIRCLE FIRE AND FIRE RESISTANCE	Y	MAIA, YAGO
IBARNIBI'S ICE RING	—	CIRCLE ICE AND ICE RESISTANCE	Y	MORBAZAN, YAGO
FOCUS RING	CONCENTRATION +2	—	Y	MORBAZAN, YAGO, KROBELUS, MAIA
D: BLOOD RING	—	D: BLOOD +2	N	MORBAZAN
D: COLD RING	—	D: COLD +2	Y	SANGARIL
D: ENERGY RING	—	D: ENERGY +2	Y	IARI
D: FIRE RING	—	D: FIRE +2	Y	MAIA, TAURGIS
D: FISTS RING	—	D: FISTS +2	N	NERU
ELEMENTAL RING	—	ELEMENTAL COMBAT +2	Y	KROBELUS, YAGO
ENCH ENERGY RING	—	ENCHANT ENERGY	Y	ALL
ENCH FIRE RING	—	ENCHANT FIRE	N	ALL
ENCH ICE RING	—	ENCHANT ICE	Y	ALL
ENERGY RING	ENERGY RESIST +10	—	Y	ALL
FIRE RING	FIRE RESIST +10	—	Y	ALL
ICE RING	ICE RESIST +10	—	Y	ALL
ENERGY BAND	ENERGY RESIST +50	—	N	ALL
FIRE BAND	FIRE RESIST +50	—	Y	ALL
ICE BAND	ICE RESIST +50	—	Y	ALL
REGENERATION RING	—	REGENERATION LEVELS 3, 6, 10	Y	ALL
FIST RING	—	HAND TO HAND +2	N	NERU
NIMBLE RING	—	NIMBLE ATTACK +2	Y	ALL
PARRY RING	—	PARRY +2	Y	ALL
POISON RING	—	POISON +2	Y	SANGARIL
SOUL RING	—	SOUL CONSUMPTION +2	N	MORBAZAN
AXE RING	—	AXE WEAPONS +2	N	TAURGIS
BLUNT RING	—	BLUNT WEAPONS +2	Y	MAIA, TAURGIS, MORBAZAN
BOW RING	—	BOW WEAPONS +2	N	SANGARIL
SWORD RING	—	SWORD WEAPONS +2	Y	MAIA, TAURGIS, SANGARIL
STAFF RING	—	STAFF WEAPONS +2	Y	KROBELUS, YAGO
STEALTH RING	—	STEALTH +2	N	SANGARIL
STEELSKIN RING	—	STEELSKIN +2	Y	NERU, MORBAZAN
SUMMONER RING	—	SUMMON +2	N	MAIA
WARRIOR RING	—	WARRIOR +2	N	MAIA, TAURGIS, NERU
WILLPOWER RING	—	WILLPOWER +2	Y	KROBELUS, NERU, YAGO
XAOSET'S RING	—	ASSASSINATION +2	Y	SANGARIL
GALDYR RING	—	GALDYR COMBAT +2	Y	TAURGIS
HALASSAR RING	—	HALASSAR COMBAT +2	Y	MAIA
MARTIAL RING	—	MARTIAL ARTS +2	Y	NERU
ASSASSIN RING	—	ASSASSINATION +2	N	SANGARIL
GITHIRAN'S RING	—	GALDYR COMBAT +2	N	TAURGIS
TWILIGHT RING	—	TWILIGHT COMBAT +2	N	MORBAZAN
FIRE SHIELD RING	—	LEVEL 10 FIRE SHIELD	N	ALL
ICE SHIELD RING	—	LEVEL 10 ICE SHIELD	N	ALL
ABSORB RING	—	LEVEL 10 ENERGY SHIELD	N	ALL
BOOST BAND	—	BOOSTED +2	N	ALL
REGEN BAND	—	LEVEL 20 REGENERATION	N	ALL
SAVIOR RING	STAM +10%	NECRO +1, HEAL +1, HP REGEN	Y	ALL
STEALTH MASTERY	—	PERMANENT SNEAK ABILITY	N	SANGARIL
SUMMONER MASTERY	—	ALLOWS PERMANENT SUMMON	Y	MAIA
WILLPOWER MASTERY	—	GIVES MASTERY TO WILLPOWER	N	KROBELUS, NERU, YAGO

Spells, Potions, and Scrolls

Spell Effects and Wards

During the course of the game, many effects and wards can change the status of the player characters. Some of these effects are beneficial, while others are detrimental.

Spell Effects

Beneficial Spell Effects	
EFFECT	DESCRIPTION
BOOSTED	ALL ATTRIBUTES ARE INCREASED
DEATH PACT	KNOCKED UNCONSCIOUS CHARACTERS AUTOMATICALLY REVIVE WITH 1 HP. AFTER ONE USE, THE EFFECT VANISHES
EMPOWER	CHARACTER STRENGTH IS INCREASED
ENCHANT ENERGY	CHARACTER'S WEAPON GAINS ENERGY ELEMENT
ENCHANT FIRE	CHARACTER'S WEAPON GAINS FIRE ELEMENT
ENCHANT ICE	CHARACTER'S WEAPON GAINS ICE ELEMENT
ENERGY SHIELD	ANY CHARACTER ATTACKING THIS CHARACTER LOSES HP WHEN THEY ATTACK
FAITH	CHARACTER TAKES ONLY A FRACTION OF DAMAGE FROM MAGICAL ATTACKS
FIRESHIELD	ANY ENEMY ATTACKING THIS CHARACTER TAKES ON FIRE DAMAGE
HASTE	CHARACTER SPEED IS INCREASED
HIDE	CHARACTER BECOMES UNDETECTABLE, BUT CANNOT MOVE
ICESHIELD	ANY ENEMY ATTACKING THIS CHARACTER TAKES ICE DAMAGE
IMMUNITY	INCREASES FIRE, COLD AND ENERGY RESISTS
INVINCIBILITY	CHARACTER IS COMPLETELY IMMUNE TO BLUNT, PIERCING, SLASHING, FIRE, ENERGY, AND ICE DAMAGE
PROTECT	CHARACTER TAKES ONLY A FRACTION OF DAMAGE FROM PHYSICAL ATTACKS
PROTECTION FROM ENERGY	CHARACTER'S RESISTANCE TO ENERGY ATTACKS IS INCREASED
PROTECTION FROM FIRE	CHARACTER'S RESISTANCE TO FIRE ATTACKS IS INCREASED
PROTECTION FROM ICE	CHARACTER'S RESISTANCE TO ICE ATTACKS IS INCREASED
REGENERATION	CHARACTER RECEIVES HP EVERY 6 SECONDS
SNEAK	CHARACTER CAN'T BE HEARD BY OTHER CHARACTERS, AND SO THEY CAN ONLY BE DETECTED BY VISIBILITY

Detrimental Spell Effects

EFFECT	DESCRIPTION
BERSERK	CHARACTER GOES OUT OF YOUR CONTROL AND WILL ONLY USE PHYSICAL ATTACKS, THOUGH THOSE ATTACKS DO DOUBLE DAMAGE
BLIND	CHARACTER CAN'T SEE ENEMIES. -2 PARRYING, +2 TO ENEMY WEAPONS ATTACKING THIS CHARACTER
CHARM	CHARACTER'S TEAM SWITCHES TO THE TEAM OF THE CASTER
CONFUSED	CHARACTER ATTACKS PARTY MEMBERS
CRIPPLE/MAIM	CHARACTER LOSES -3 IN ALL WEAPON SKILLS
CURSE	CHARACTER TAKES MORE DAMAGE FROM ATTACKS
ICE COFFIN	CHARACTER BECOMES ENTRAPPED IN ICE AND CANNOT MOVE. ICE COFFIN CAN BE DESTROYED BY EITHER CASTER'S TEAM OR FELLOW TEAMMATES.
KNOCKED DOWN	CHARACTER CANNOT PERFORM ACTIONS FOR 6 SECONDS
PARALYZED/FROZEN	CHARACTER CANNOT MOVE OR ACT AT ALL
POISON	CHARACTER LOSES HP EVERY 6 SECONDS
SILENCE	CHARACTER CANNOT CAST SPELLS
SLEEP	CHARACTER CANNOT MOVE OR ACT UNTIL HE OR SHE TAKES DAMAGE OR IS HIT WITH A SPELL
SNARE	CHARACTER CAN ONLY WALK, NOT RUN
SOUL TRANSFER	ALL ATTRIBUTES ARE SWAPPED WITH THE CASTER
WEAKNESS	CHARACTER LOSES STRENGTH AND STAMINA

Wards

Wards are similar to spell effects, but instead of changing a character's attributes, they make the character immune to certain types of spells. Wards are often found on the more potent enchanted items.

Wards

EFFECT	DESCRIPTION
DEATH	CHARACTER IS IMMUNE TO ANY KIND OF INSTANT DEATH SPELL
MAGIC	CHARACTER IS IMMUNE TO ANY KIND OF AP DRAINING SPELL
MIND	CHARACTER IS IMMUNE TO ANY KIND OF CONFUSE/CHARM, BERSERK SPELL
POISON	CHARACTER IS IMMUNE TO POISON SPELLS
SENSE	CHARACTER IS IMMUNE TO BLIND/SILENCE SPELLS
SOUL	CHARACTER IS IMMUNE TO SOUL TRANSFER/SOUL CONSUMPTION SPELLS
SPEED	CHARACTER IS IMMUNE TO SNARE SPELLS
STRENGTH	CHARACTER IS IMMUNE TO ANY KIND OF WEAKNESS/CRIPPLE, EMPOWER SPELL
TIME	CHARACTER IS IMMUNE TO ANY KIND OF HASTE/FREEZE/PARALYZE/SLOW SPELL

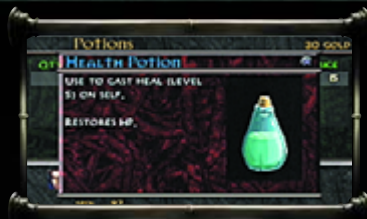
NOTE

To avoid being interrupted, use scrolls to attack or heal from the blocking position (while pressing **R1**).



Potions

All these potions are dropped by monsters.



Potions and Their Effects

POTION	POWER LEVEL	POTION EFFECTS
ACTION POTION	1	LEVEL 5 AP RESTORE
ACTION TONIC	3	LEVEL 10 AP RESTORE
ACTION ELIXIR	4	LEVEL 15 AP RESTORE
CURE POTION	1	LEVEL 5 CURE
HEALTH POTION	1	LEVEL 5 HEAL
HEALTH TONIC	3	LEVEL 10 HEAL
HEALTH ELIXIR	4	LEVEL 15 HEAL

Scrolls



Heal Scrolls

SCROLL	POWER LEVEL	DROPPED BY MONSTERS?	SCROLL EFFECTS
DISPEL	2	Y	DISPEL LEVEL 8
VITALIZE	3	Y	VITALIZE LEVEL 10
REGENERATE	3	N	REGENERATE LEVEL 10
COMPLETE HEAL	4	Y	COMPLETE HEAL LEVEL 15
POWER OF HEALING	4	N	POWER OF HEALING LEVEL 15

Holy Scrolls

SCROLL	POWER LEVEL	DROPPED BY MONSTERS?	SCROLL EFFECTS
PROTECT MINOR	1	Y	PROTECT LEVEL 5
PROTECT MAJOR	2	Y	PROTECT LEVEL 10
CURSE MINOR	2	Y	CURSE LEVEL 5
CURSE MAJOR	3	Y	CURSE LEVEL 15
HOLY SHIELD	4	N	HOLY SHIELD LEVEL 15
PROTECT SUPREME	4	N	PROTECT LEVEL 15
OMEN	4	Y	OMEN LEVEL 15

Energy Scrolls

SCROLL	POWER LEVEL	DROPPED BY MONSTERS?	SCROLL EFFECTS
ENERGY MINOR	1	Y	ENERGY BOLT LEVEL 5
ENCHANT ENERGY	2	Y	ENCHANT ENERGY LEVEL 5
ENERGY MAJOR	2	Y	ENERGY BOLT LEVEL 10
DRAIN	2	Y	DRAIN LEVEL 10
EMPOWER	4	N	EMPOWER LEVEL 15
ENERGY SHIELD	4	N	ENERGY SHIELD LEVEL 15
ENERGY SUPREME	4	Y	ENERGY BOLT LEVEL 15
CHAIN LIGHTNING	4	N	CHAIN LIGHTNING LEVEL 15

Fire Scrolls

SCROLL	POWER LEVEL	DROPPED BY MONSTERS?	SCROLL EFFECTS
FIRE MINOR	1	Y	FIRE ARROW LEVEL 5
ENCHANT FIRE	2	Y	ENCHANT FIRE LEVEL 5
FIRE CIRCLE	2	Y	FIRE CIRCLE LEVEL 10
FIRE MAJOR	2	Y	FIRE ARROW LEVEL 10
FIRE PROTECT	3	Y	FIRE PROTECT LEVEL 10
FIRE SHIELD	4	N	FIRE SHIELD LEVEL 15
FIRE SUPREME	4	Y	FIRE ARROW LEVEL 15
EXPLOSION	4	Y	EXPLOSION LEVEL 15
INFERNO	4	N	INFERNO LEVEL 15

Ice Scrolls

SCROLL	POWER LEVEL	DROPPED BY MONSTERS?	SCROLL EFFECTS
ICICLE MINOR	1	Y	ICICLE LEVEL 5
ENCHANT COLD	2	Y	ENCHANT COLD LEVEL 5
ICICLE MAJOR	2	Y	ICICLE LEVEL 10
COLD PROTECT	3	Y	COLD PROTECT LEVEL 10
SLEEP	3	Y	SLEEP LEVEL 10
ICE COFFIN	4	N	ICE COFFIN LEVEL 15
ICE SHIELD	4	N	ICE SHIELD LEVEL 15
ICICLE SUPREME	4	Y	ICICLE LEVEL 15

Pain Scrolls

SCROLL	POWER LEVEL	DROPPED BY MONSTERS?	SCROLL EFFECTS
DART MINOR	2	Y	DART LEVEL 5
POISON	3	Y	POISON LEVEL 15
GLYPH	3	Y	GLYPH LEVEL 10
DART MAJOR	4	Y	DART LEVEL 10

Necromancy Scrolls

SCROLL	POWER LEVEL	DROPPED BY MONSTERS?	SCROLL EFFECTS
REVIVE	1	Y	REVIVE LEVEL 5
DEATH WARD	3	N	DEATH WARD LEVEL 15
RESURRECT	4	Y	RESURRECT LEVEL 10
DEATH	4	Y	DEATH LEVEL 15
DEATH PACT	4	Y	DEATH PACT LEVEL 15

Shopkeepers and Their Items

During the course of the game, you'll encounter several places where you can buy armor, scrolls, and other supplies for your party.



Halassar Merchant

The merchant at Halassar does business in the Advisor's Room of the Palace. He sells the following items:

ACTION POTION	ICICLE MINOR SCROLL
CURE POTION	STAMINA CHAIN
HEALTH TONIC	INTELLIGENCE CHAIN
REVIVE SCROLL	RUNE CHAIN
PROTECT MINOR SCROLL	TATTERED NOOSE
ENERGY MINOR SCROLL	SPEED CHAIN
FIRE MINOR SCROLL	STRENGTH CHAIN

During Act Five of the game, however, his merchandise changes. At this time, you can buy the following items from him.

CURSEBLADE	SUPREME GLOVES
DAGGER OF PAIN	SUPREME LEGGINGS
ENERGY HAMMER	DART MAJOR
FIRE ARROW MACE	ENERGY SUPREME
HALBERD OF PAIN	FIRE SUPREME
ILGERD'S KATANA	ICICLE SUPREME
WARHAMMER	RESURRECT
MIND SPIKE KHANDA	ACTION ELIXIR
PROPHET BROADSWORD	CURE POTION
SUPREME BOOTS	HEALTH ELIXIR
SUPREME CUIRASS	

Munari City Merchants

Several types of merchants in Munari City sell magic items, armor, and weapons. For their locations, consult the maps of Munari City in the walkthrough.



Munari City Magic Shop - Mugolo

Once you undertake Mugolo's miniquest to open up the Magic Shop in Munari City, the following items will become available there.

ACTION POTION	DISPEL SCROLL
CURE POTION	DRAIN SCROLL
REVIVE SCROLL	ENCHANT COLD SCROLL
PROTECT MAJOR SCROLL	ENCHANT ENERGY SCROLL
CURSE MINOR SCROLL	ENCHANT FIRE SCROLL
DART MINOR SCROLL	ENERGY MAJOR SCROLL

FIRE MAJOR SCROLL	FIRE RING
ICICLE MAJOR SCROLL	STRENGTH PENDANT
PROTECT MAJOR SCROLL	INTELLIGENCE PENDANT
ICE RING	CONTROL COLLAR
ENERGY RING	MASTERY PENDANT

NOTE

After the Twilight Realm, the Halassar merchant carries the "Supreme" armor and weapon items.



Munari City Armor Shop: Kelechi

These items are available:

GALDYR CUIRASS	MUNARI BOOTS
GALDYR ARMS	BATTLE CUIRASS
GALDYR THIGHS	BATTLE ARMS
GALDYR BOOTS	BATTLE THIGHS
MUNARI CUIRASS	BATTLE BOOTS
MUNARI ARMS	GALDYRIAN SHIELD
MUNARI THIGHS	MUNARI SHIELD



Munari City Weapons Shop: Dzoma

The following items are available at this location:

MUNARI DAGGER	MUNARI KATANA
MUNARI BATTLE AXE	MUNARI KHANDA
MUNARI CLAYMORE	MUNARI MACE
MUNARI CROSSBOW	MUNARI METAL STAFF
MUNARI HALBERD	MUNARI SCIMITAR
MUNARI HAMMER	MUNARI WARHAMMER



Chrysopomp

Chrysopomp sells items in the Temple of the Archons. To find him, go up the stairs directly across from the telepad you arrive on. In the large circular room where Taurgis holds up the bowl, turn to your left. There by the stairs stands the Chrysopomp. Talk to him to purchase items.

TWILIGHT DAGGER	TWILIGHT WARHAMMER
TWILIGHT BATTLE AXE	TWILIGHT STAFF
TWILIGHT CLAYMORE	TWILIGHT CUIRASS
TWILIGHT HALBERD	TWILIGHT ARMS
TWILIGHT HAMMER	TWILIGHT LEGGINGS
TWILIGHT KATANA	TWILIGHT BOOTS
TWILIGHT KHANDA	MASK SHIELD
TWILIGHT MACE	CURE POTION
TWILIGHT ROD	ACTION TONIC
TWILIGHT SCIMITAR	HEALTH TONIC
TWILIGHT SWORD	REVIVE SCROLL
NOXIOUS MUD	

Shenobi, Importer of Medevan and Orenian Goods

Shenobi holds shop just a short way down the promenade from the Munari City Armor Merchant. He has a number of available items.

BATTLE AXE	KATANA
ENERGY WARHAMMER	KHANDA
FIRE MACE	MACE
GALDYRIAN SCIMITAR	METAL ROD
HALBERD	SHORT SWORD
ICE DAGGER	WAKAZASHI
ICE WARHAMMER	WARHAMMER

NOTE

Shops only buy items similar to the items they sell.